

THE LORD OF THE RINGS CONQUEST

PRIMA Official Game Guide Written by Mike Searle

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2009 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Todd Manning

Associate Product Manager: Sean Scheuble

Digital Product Manager: Lex Scheuble

Copyeditor: Cinamon Vann

Design & Layout: In Color Design

Manufacturing: Suzanne Goodwin

© 2008 Electronic Arts Inc. EA, the EA logo, Pandemic and the Pandemic logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All The Lord of the Rings related content other than content from the New Line trilogy of The Lord of the Rings films © 2004-2008 The Saul Zaentz Company d/b/a Tolkien Enterprises ("SZC"). All Rights Reserved. The Watcher logo, "The Lord of the Rings: Conquest", "The Lord of the Rings" and the names of the characters, items, events and places therein are trademarks of SZC under license to Electronic Arts Inc. All content from The Lord of the Rings film trilogy © MMV-MMVII New Line Productions, Inc. All Rights Reserved. All other trademarks are the property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

MIKE SEARLE



Mike Searle remembers playing the simple yet addictive *Missile Command*, and the days of Atari *Adventure*, where your square hero could end up in a hollow dragon stomach. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside, instead of on the console, so the first chance he got, he bought a PC to play the *Ultima* series, *Doom*, and countless others. Mike started working with Prima Games in 2002 and has written more than 30 strategy guides, including *Lord of the Rings Online: Shadows of Angmar*, *Jurassic Park: Operation Genesis*, *Dark Messiah: Might and Magic*, *Pirates of the Burning Sea*, and several guides in the *Tom Clancy's Ghost Recon* and *Splinter Cell* series. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio.

We want to hear from you! E-mail comments and feedback to msearle@primagames.com.

ISBN: 9780761560395

TABLE OF CONTENTS

| | | | |
|---------------------------------------|------------|--|------------|
| Introduction | 3 | Instant Action | 156 |
| Characters & Classes | 6 | The Lord of the Rings: Conquest™ Multiplayer | 156 |
| Archer | 6 | The Black Gate | 158 |
| Mage | 10 | Helm's Deep | 160 |
| Scout | 16 | Isengard | 162 |
| Warrior..... | 22 | Minas Morgul..... | 164 |
| Enemy Rankings | 30 | Minas Tirith..... | 166 |
| War of the Ring..... | 32 | Minas Tirith Top..... | 168 |
| Helm's Deep | 32 | Mines of Moria | 170 |
| Isengard | 43 | Mount Doom | 172 |
| Reclaiming the Mines of Moria | 56 | Osgiliath | 174 |
| Holding Osgiliath | 66 | Pelennor Fields..... | 176 |
| In Defense of Minas Tirith | 74 | Rivendell | 178 |
| The Charge at Pelennor Fields | 82 | The Shire | 180 |
| The Destruction of Minas Morgul | 89 | Weathertop | 182 |
| Storming the Black Gate | 97 | Achievements and Trophies..... | 184 |
| Rise of Sauron..... | 106 | | |
| Sauron Regains the One Ring..... | 106 | | |
| The Orc Invasion of Osgiliath | 113 | | |
| The Sacking of Minas Tirith | 119 | | |
| The Black Pit of Moria..... | 127 | | |
| The Assault on Weathertop..... | 136 | | |
| The Fall of Rivendell..... | 142 | | |
| Razing the Shire | 151 | | |

❖ introduction

one ring to rule them all

In the Third Age, when Gandalf and Aragorn rallied the leaders of the West against Sauron and his countless minions, the valiant common folk persevered against the darkness for the love of the life they knew so well. One humble Hobbit, Frodo Baggins, assumed the burden of the One Ring and began a dangerous quest to destroy the powerful artifact in the fires of Mount Doom.

Now it is your time. You have been trained in ways of Warrior, Scout, Mage, and Archer. You too will become a part of the pivotal battles to save or damn the fate of Middle-earth. From the stone walls of Helm's Deep to the footsteps of the Black Gate and back again to the rolling fields of the Shire, you'll embark on a journey for either the Free Peoples or Sauron himself, your adventures entwined with the Ringbearer's desperate journey.

Will you conquer or fall? As Gandalf once did in the libraries of Minas Tirith, to know the One Ring and all that encompasses its fate, you must study the many truths found in the wisdom of others. For all there is to know on *The Lord of the Rings: Conquest*, flip through the pages of this very tome.



CHARACTERS AND CLASSES

Want to know how to play each of the four classes: Archer, Mage, Scout, and Warrior? It's all here, plus advanced tactics, cooperative play suggestions, stats on all the Heroes (from Gandalf and Aragorn to the Mouth of Sauron and the Witch-king), and even enemy rankings.



WAR OF THE RING

Your quest to defeat Sauron starts here.

Defend against the Orc invasion at Helm's Deep, march with the Ents against Isengard, wander through the Mines of Moria and battle the fearsome Balrog, and even face off against deadly Trolls and Fell Beasts in Osgiliath. And that's only half the challenges. The other challenges include safeguarding Minas Tirith, taking the fight to the enemy on the Fields of Pelennor, raiding the unholy Minas Morgul, and holding out against the worst Sauron has to command at the Black Gate of Mordor. If you can do all that, and Frodo completes his task to destroy the One Ring at Mount Doom, the Free Peoples of Middle-earth will forever praise your name.



RISE OF SAURON



Your quest to destroy the Free Peoples of Middle-earth starts here. Help Sauron regain the One Ring at Mount Doom, invade Osgiliath to set up another staging ground, sack Minas Tirith and demoralize its scum, resurrect a new Balrog to defeat the troublesome Men and Dwarves squatting on Moria, assault Weathertop, crush Rivendell, and then raze the Shire so it's a blackened char of a land. All that will make your master, Sauron, very pleased.

INSTANT ACTION

Multiplayer comes in four types to challenge your head-to-head skills: Capture the Ring, Conquest, Hero Team Deathmatch, and regular Team Deathmatch. Each detailed section shows all the key map locations for each battleground, plus tips on the best strategies for each scenario.



ACHIEVEMENTS AND TROPHIES

How many cool unlocks can you open? Check out the complete list here. You might know there's an achievement or trophy for completing each level in "War of the Ring" and "Rise of Sauron," but did you know there are also rewards for slaying an Oliphaunt, defeating Nazgûl as Aragorn, and being snatched by a Fell Beast?



CONTROLLER COMMANDS

You can enjoy *The Lord of the Rings: Conquest* on many different systems. Of course, button commands on the systems vary, so here are charts for the Xbox 360 and PLAYSTATION 3. Please refer to the PC game manual for PC controls.

PLAYSTATION 3 Controls

| ARCHER | | MAGE | | SCOUT | | WARRIOR | |
|-----------|--------------|-----------|--------------|---------------|-----------------|---------------|-----------------|
| L2 | Zoom | L2 | Shield | L2 | Block | L2 | Block |
| L1 | Multi-Arrow | L1 | Heal | L1 | Cloak (tap) | R2 | Throwing Axe |
| R2 | Shoot Arrow | R2 | Lightning | R2 | Satchel Bomb | ■ | Light Attack |
| ■ | Kick | ■ | Melee Attack | R1 | Backstab | L1 + ■ | Fire Strike |
| ▲ | Poison Arrow | ▲ | Shockwave | ■ | Light Attack | ▲ | Medium Attack |
| ● | Fire Arrow | ● | Fire Wall | L1 + ■ | Foe Hammer | L1 + ▲ | Whirlwind Sweep |
| × | Jump | × | Jump | ▲ | Medium Attack | ● | Heavy Attack |
| | | | | L1 + ▲ | Foe Hower | L1 + ● | Flame of Fury |
| | | | | ● | Heavy Attack | × | Jump |
| | | | | L1 + ● | Blasting Powder | | |
| | | | | × | Jump | | |

Xbox 360 Controls

| ARCHER | | MAGE | | SCOUT | | WARRIOR | |
|-----------|--------------|-----------|--------------|---------------|-----------------|---------------|-----------------|
| LT | Zoom | LT | Shield | LT | Block | LT | Block |
| LB | Multi-Arrow | LB | Heal | LB | Cloak (tap) | RT | Throwing Axe |
| RT | Shoot Arrow | RT | Lightning | RT | Satchel Bomb | × | Light Attack |
| × | Kick | × | Melee Attack | RB | Backstab | LB + × | Fire Strike |
| Y | Poison Arrow | Y | Shockwave | × | Light Attack | Y | Medium Attack |
| B | Fire Arrow | B | Fire Wall | LB + × | Foe Hammer | LB + Y | Whirlwind Sweep |
| A | Jump | A | Jump | Y | Medium Attack | B | Heavy Attack |
| | | | | LB + Y | Foe Hower | LB + B | Flame of Fury |
| | | | | B | Heavy Attack | A | Jump |
| | | | | LB + B | Blasting Powder | | |
| | | | | A | Jump | | |

❖ archer

You can't say you didn't admire Legolas in the movies. The speed at which he twangs that bow and takes down Orcs is impressive, not to mention his ability to climb up the back of an Oliphaunt.

You can do everything Legolas did—even play Legolas in the game—and then some. Your quiver has some extra special arrows in it. Fire Arrows deal with groups, Multi-Arrow strikes up to three foes simultaneously, and Poison Arrow slows and weakens opponents. With all that firepower and range, you can become the top assassin out on the battlefield.

the Basics

OFFENSE

- Always think long range first. You have a Kick melee attack for when foes close in on you, but it's only an emergency move; your bow is definitely the best option.
- As an Archer, keep your distance from melee units by firing Poison Arrows to slow them or knocking them down with a Fire Arrow or Kick.
- As the Archer, you can shoot farther than anyone. If you can see them, you can usually hit them.
- Practice your Zoom. If you have the time, it's always easier to line up a target with a close-up view.
- The Archer can one-shot kill enemies even better than the Scout! A Scout has to position himself behind a foe for a Backstab, but the Archer only has to line up a headshot.
- Look for sniper points up on high. From above, you can survey the battle, usually out of harm's way, and home in on your next victim.



DEFENSE

- You do not have a healing ability. Look for enemies to drop Health Orbs and pick them up to stay alive.
- Stay in the rear. If you find yourself leading the charge ahead of your allies, you are in the wrong position.
- Slide into the protective Shield of a fellow Mage if you're under assault from return fire, or seek out a Warrior if you need a bodyguard for some upcoming melee encounters.
- Never stay in one spot too long. Even a great sniper spot will be discovered by an enemy Scout eventually.
- Seek attack positions near cover. You never want to be caught out in the open with enemy Warriors closing down.



DESCRIPTION

SUPER-DEADLY LEGOLAS HAS THE SAME QUIVER FULL OF TRICKS THAT THE ARCHER HAS AND THEN SOME. HIS DRAW AND RELEASE IS MUCH QUICKER THAN THE AVERAGE ARCHER, ALLOWING HIM TO RAPID-FIRE ON ONE TARGET OR SEVERAL. WITH ADDED HEALTH, HIS MELEE COMBAT SKILLS CAN PUT ORC WARRIORS TO SHAME, AND ANYONE THAT CAN TAKE DOWN GIANT OLIPHANTS SINGLE-HANDEDLY DESERVES HIGH PRAISE INDEED.

tip

Legolas also has a hidden special ability. Hold down his Kick button for two seconds, then—while still holding it down—press Jump.

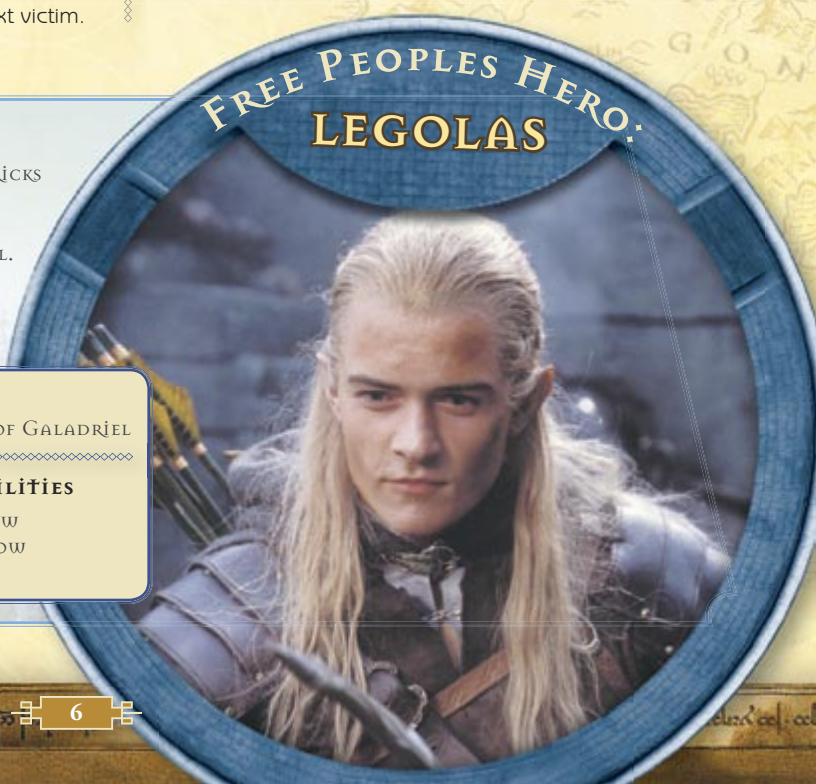
WEAPONS

- LONG BOW OF GALADRIEL

SPECIAL ABILITIES

- MULTI-ARROW
- POISON ARROW
- FIRE ARROW

FREE PEOPLES HERO: LEGOLAS



Characters & Classes

KNOCKDOWN

When knocked down from an attack, the last thing you want to do is lie helplessly on the ground. There are many ways to avoid being pummeled while on the ground:

- After hitting the ground, you can press any direction on the Control Stick to roll. During your roll, you will be invincible to melee attack. Alternately, pressing Jump will allow you to get up more quickly than normal.
- While on the floor, or after rolling, you can press any attack button to perform a rising attack. This will surely deter any nearby foes with a surprise counterattack.
- If you miss all of these, there is a built-in safeguard to give you a fighting chance: Your character will immediately stand up the second time you hit the floor, giving you a chance to counterattack.



- With good timing, you can press the Jump button right as your character hits the floor to perform a tech roll. This maneuver will allow you to get back on your feet quickly, ready to resume the fight. If you miss the tech roll opportunity, you will be vulnerable to attack for a small period of time before you can do anything else.
- Shorten the period of time you are stunned from certain enemy attacks by rapidly hitting buttons. Only certain buttons work against certain attacks, so be sure to experiment.

EVADING AND RECOVERY

- Stay in the rear, especially if you have allies that can charge into melee combat. Your best evasion is to not get hit at all.
- Circle the perimeter of a fight and keep your eyes on the primary threats. Do not stop moving unless you find a great cover spot or sniping position that you're sure is safe for at least a few seconds.



FORCES OF SAURON HERO: LURTZ

WEAPONS

- URUK-HAI BOW

SPECIAL ABILITIES

- MULTI-ARROW
- POISON ARROW
- FIRE ARROW

DESCRIPTION

THE FORCES OF SAURON HAVE ONE ARCHER HERO: LURTZ. BUILT LIKE A BODYBUILDER ON ISENGARD STEROIDS, LURTZ CAN KILL WITH IMPUNITY. HIS SPECIAL ARROWS ARE MORE POWERFUL THAN ANY OTHER ARCHER'S, WHICH MEANS HE'LL USUALLY DROP ENEMIES IN ONE OR TWO HITS. IF ENEMIES DON'T DIE IMMEDIATELY, LURTZ'S SPECIAL ARROWS ALSO KNOCK DOWN TARGETS FOR SOME ADDED DEFENSE. ALL THE STANDARD COMBAT PRACTICES OF THE ARCHER ARE MAGNIFIED WITH THE MASTER BOWMAN OF THE URUK-HAI.

tip

Lurtz's arrows can pass through multiple enemies, so line them up and wipe them out!

special attacks

FIRE ARROW



This is your best utility arrow. You can deal lots of damage by scoring a direct hit. When enemies get too close, a Fire Arrow will blow them back. You can also explode it near enemies and throw them off bridges and ledges. Finally, you can set things on fire, which might not

seem like much, until you come face to face with an Ent.

MULTI-ARROW

Why use one arrow when you can fire three at once, or in Lurtz's case, even more? Multi-Arrow can slay multiple foes with a single string pull. It's great for shooting into enemy groups, even better if those enemies are after you. Unlike other arrows, you don't even have to aim the Multi-Arrow attack.



POISON ARROW

When the Poison Arrow hits, it detonates into a cloud of green gas. Any enemy caught in the gas suffers damage over time and slows to a crawl. You can slow the enemy charge by firing into the midst of a large group, which will buy you time to escape, capture a point, or allow your allies to catch up with fleeing enemies.



Zoom

The Archer's eyes are the sharpest around. With Zoom, you see three or four times farther than normal eyesight. You can scout areas with Zoom, focus on enemies to draw better aim, and go for the all-important headshot. Only Zoom when you have the time because you lose peripheral vision and won't see enemies drawing near.



Pros & Cons

ADVANTAGES

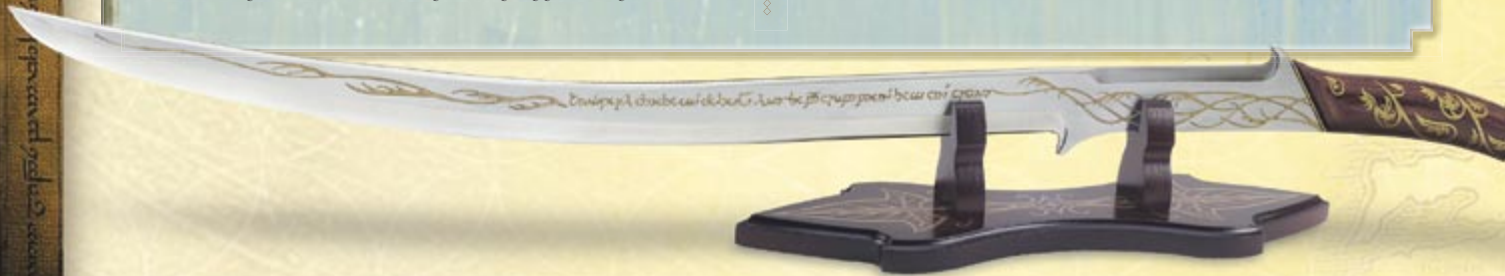
- LONGEST RANGE ATTACKS
- FIRE, POISON, AND MULTI-ARROWS
- BETTER EYESIGHT

THE ARCHER CAN STRIKE HIS VICTIMS WITHOUT THEM EVER EVEN SEEING HIM. HIS RANGE IS THE BEST IN THE GAME, AND HE HAS THREE SPECIAL ARROWS TO TAKE ADVANTAGE OF MANY SITUATIONS. FIRE ARROW WILL BE YOUR PRIMARY ATTACK, AS IT DEALS THE MOST DAMAGE AND KNOCKS ENEMIES OFF THEIR FEET. ALTERNATE THIS WITH MULTI-ARROW TO GO DOWN GROUPS OF FOES. POISON ARROW CAN BE A GREAT DEFENSIVE WEAPON TO SLOW ENEMIES OR CAUSE THEM SOME EXTRA PAIN WHEN YOUR OTHER ARROWS ARE OUT.

DISADVANTAGES

- NO HEALING ABILITY
- WEAK MELEE ABILITIES

SO LONG AS YOU KEEP YOUR DISTANCE, ENEMIES WON'T BE A THREAT. YOU CAN USUALLY SEE THE ENEMY RANGED FIRE BEFORE IT DEALS SIGNIFICANT DAMAGE, BUT MELEE ATTACKS WILL CUT YOU TO PIECES. WITH NO NATURAL HEALING, YOU MUST RELY ON HEALTH ORBS FROM ENEMIES TO SURVIVE OR SEEK OUT A FRIENDLY MAGE.



advanced tactics

- You can cancel a Poison or Fire Arrow without firing it by pressing the same button you used to ready it.
- Archers can score headshots while using the zoomed-in viewpoint. The arrows will also travel faster, straighter, and do more damage in general. The damage bonus for a headshot is significant, so practice! This is especially useful when combined with Fire Arrows.
- Poison Arrows will slow down enemies, and the effect lasts longer if you score a direct hit. Pin down enemies with poison and then finish them off with headshots.
- In addition to the obvious fire effects, Fire Arrow also knocks people off their feet. Use this in close-range fighting to give yourself some breathing room or use them to repel foes off bridges and ledges to their deaths.



- Kick may not be great for damage, but it gives you what an Archer needs most—more space! With skill, after a Kick you can hit downed enemies with arrows for extra damage they can't avoid.
- The Archer's arrows will still do damage to blocking enemies.
- Save your Multi-Arrow for enemy groups, particularly ones that may be charging at you.
- You can use Zoom to recon an area. It's much easier to see enemy units at a distance, and you may be able to read their class designation above their heads.



note

Each class has unique strengths. Refer to the walkthrough chapters, "War of the Ring" and "Rise of Sauron," for recommendations on which class is best suited for each level objective.

CO-OP TEAMS

ARCHER AND ARCHER

DOUBLY DEADLY AT RANGE, TWO ARCHERS CAN PICK OFF FOES BEFORE THEY CAN CLOSE AND DO ANY HARM. WHILE ONE ARMS A FIRE ARROW TO REPEL OPPONENTS, THE SECOND CAN HIT THE SAME GROUP WITH A POISON ARROW TO PREVENT THEM FROM RECOVERING, OR HE CAN HIT A NEW GROUP TO SLOW THEM. WHEN THE ARCHERS COMBINE WITH MULTI-ARROW, HALF A DOZEN FOES GO DOWN.

ARCHER AND SCOUT

THIS IS NOT THE BEST OF PAIRINGS BECAUSE THE SCOUT NEEDS TO CLOAK AND SPEAK UP BEHIND FOES TO BE EFFECTIVE. BY NECESSITY, IF THE ARCHER WANTS TO STAY CLOSE, HE MIGHT BE DRAWN CLOSER TO A FIGHT THAN HE WOULD NORMALLY LIKE. THE ARCHER CAN KILL MULTIPLE FOES QUICKLY, THOUGH, AND THE SCOUT'S BACKSTAB CAN DROP SINGLE TARGETS THAT PROVE DIFFICULT FOR THE ARCHER (SUCH AS A SHIELDED ENEMY MAGE).

ARCHER AND WARRIOR

BALANCED FOR RANGED AND MELEE COMBAT, THE ARCHER AND WARRIOR WORK WELL IN TANDEM. WHILE THE ARCHER LOVES TO DESTROY TARGETS AT RANGE, THE WARRIOR DISPATCHES THOSE THAT MANAGE TO GET CLOSE. THE ARCHER CAN HURT OR SLAY ENEMY RANGED ATTACKERS BEFORE THEY CAN DEAL DAMAGE (A WEAKNESS IN THE WARRIOR'S BATTLE PLAN).

BEST CO-OP PAIRING: ARCHER AND MAGE

THE ARCHER ADDS MORE RANGE TO THE ATTACK PLAN, WHILE THE MAGE ADDS MORE AREA-EFFECT DAMAGE. THE BEST PART? THE MAGE CAN PROTECT THE ARCHER WITH A SHIELD; WHEN THE ENEMY OUVNUMBERS YOU, THE ARCHER NO LONGER HAS TO SUFFER SEVERE COUNTERATTACKS.



❖ mage

Admit it. You've always harbored a desire to lead the Fellowship, if you were ever given the chance. Other than playing Heroes like Gandalf, the Mage is the closest you'll come to packing the power of Middle-earth's wizards. As the Mage, you are a long-range bomber who can deal with large crowds with a single Fire Wall or Lightning blast. You're also a great support class with a Heal ability to regain health for your allies and a Shield to cancel enemy ranged attacks. You are not, however, made of the sterner stuff of Warriors and shouldn't just charge headlong into every combat situation.



the Basics

OFFENSE

- Certain attacks cannot be interrupted by enemy attacks, such as the Mage's Shockwave. These moves are generally slower, but inflict heavy damage. However, they are also slow to recover if you miss, providing the enemy a chance to counterattack. Experiment to find more, as these attacks can quickly turn the tide of battle when used properly.
- Many moves can be extended by hitting the button repeatedly.
- Think long-range first. The Mage works best when he picks off targets before they reach melee distance.
- Generally, hit a group of enemies with Fire Wall first. Next, charge up your Lightning and fry the closest remaining target.
- As a last resort, use Bash Attack for some melee blows. It also helps to power up your energy when it becomes depleted.



DEFENSE

- Use Shockwave to repel any enemies that manage to surround you. If you're feeling daring, you also can wade into enemy groups and scatter them with a Shockwave blast.
- Shield can protect you from enemy ranged attacks. You can walk with Shield up, but you cannot attack (or recharge abilities) so use it only in situations where the enemy attack is overwhelming or when you need to slowly close on a better position.
- Your Heal can keep you in any fight. Whenever you have less than 75 percent of your health, activate Heal. Trigger it often to stay at maximum health, and dance around avoiding combat if you need to use it multiple times to climb back to full.



FREE PEOPLES HERO: GANDALF

DESCRIPTION

MIDDLE-EARTH'S GREATEST WIZARD, GANDALF, MATCHES UP WELL AGAINST ANY OF SAURON'S FOES. YOU SHALL NOT PASS! DESTROYS ENEMIES NEXT TO HIM, WHILE LIGHTNING AND CLEANSING FIRE BURN THEM AT RANGE. IN CLOSE COMBAT, GANDALF CUTS THROUGH FOES BETTER THAN YOU'D EXPECT WITH HIS TRUSTY GLAMDRIING IN HAND. ALL THIS POWER COMES IN A FRAME THAT CAN HANDLE LOTS OF DAMAGE. EVEN IF THE FORCES OF EVIL MANAGE TO HURT HIM, GANDALF IS ONLY ONE HEALING WISDOM AWAY FROM RETURNING TO FULL HEALTH.

WEAPONS

- GLAMDRIING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE

tip

Gandalf is better than Saruman at dealing with groups of enemies. His Cleansing Fire is very wide, and his Lightning spreads to many foes, charged or not. However, his attacks deal less damage to each target.

KNOCKDOWN

When knocked down from an attack, the last thing you want to do is lie on the ground helpless. There are many ways to avoid being pummeled while on the ground:

- After hitting the ground, you can press any direction on the Control Stick to roll. During your roll, you will be invincible to melee attacks. Alternately, pressing Jump will allow you to get up more quickly than normal.
- While on the floor, or after rolling, you can press any attack button to perform a rising attack. This will surely deter any nearby foes with a surprise counterattack.
- If you miss all of these, there is a built-in safeguard to give you a fighting chance: Your character will immediately stand up the second time you hit the floor, giving you a chance to counterattack.
- With good timing, you can press the Jump button right as your character hits the floor to perform a tech roll. This maneuver will allow you to get back on your feet quickly, ready to resume the fight. If you miss the tech roll opportunity, you will be vulnerable to attack for a small period of time before you can do anything else.
- Shorten the period of time you are stunned from certain enemy attacks by rapidly hitting buttons. Only certain buttons work against certain attacks, so be sure to experiment.



EVADING AND RECOVERY

- Stay in the rear, especially if you have allies that can charge into melee combat. Your best evasion is to not get hit at all.
- Mages gain energy slowly over time. If you're in danger, try evading or shielding yourself until you have enough energy to even the odds.



DESCRIPTION

SARUMAN RESEMBLES GANDALF WITH ONE MAJOR DIFFERENCE: HE HAS THE POTENTIAL TO DEAL MORE DAMAGE. WHERE GANDALF AND MAGES IN GENERAL CAN HARM MULTIPLE FOES WITH THEIR AREA-EFFECT FLAMES, SARUMAN'S FIRE BALL HAS A TIGHTER FIRING ARC AND ERUPTS FOR MORE DAMAGE IF YOU STRIKE YOUR TARGET. HIS ISENGARD BLAST MATCHES GANDALF'S YOU SHALL NOT PASS! ABILITY, AND WHEN HE LOSES HEALTH, A HEAL CAN BRING HIM BACK UP TO FULL. ALSO, IF HE PERFORMS MELEE ATTACKS AND LAUNCHES A FIRE BALL, IT WILL TARGET THE PERSON HE WAS ATTACKING.

tip

Saruman is very powerful against single enemies. He has a high-damage Fire Ball, and his Lightning does much more damage to one target when charged.

WEAPONS

- STAFF
- LIGHTNING

SPECIAL ABILITIES

- HEAL
- ISENGARD BLAST
- FIRE BALL



FORCES OF SAURON HERO: MOUTH OF SAURON

DESCRIPTION

THE MOUTH OF SAURON IS NOT LIKE OTHER MAGES. HIS MELEE ATTACKS ARE UNIQUE, AND HIS BARAD-DÛR FURY IS ACTUALLY A POWERFUL STAFF COMBO. CATCH A FOE WITH THE FULL BRUNT OF BARAD-DÛR FURY AND EVEN CAPTAINS WILL FALL. OF COURSE, HE STILL HAS THE ADVANTAGE OF OTHER MAGES WITH A FIRE WALL THAT CAN HARM MULTIPLE ENEMIES AT ONCE, AND A HEAL THAT CAN RETURN HIM TO FULL STRENGTH EVEN IF HE DECIDES TO CHARGE INTO THE MIDST OF HEATED COMBAT.

WEAPONS

- STAFF
- LIGHTNING

SPECIAL ABILITIES

- HEAL
- BARAD-DÛR FURY
- FIRE WALL

TIP

The Mouth of Sauron's fully charged Lightning attack deals a small amount of damage to the first target and then increases damage to each enemy it arcs. Use it against a group for maximum damage!



SPECIAL ATTACKS

FIRE WALL

Your fire attack can do a crazy amount of damage! Aim for your primary foe to strike for maximum damage, then let the Fire Wall fan out in a small circle for several seconds as it deals more damage to any enemies caught in the flames. While you wait for it to recharge, lash out at foes with Lightning, but be sure to throw another Fire Wall as soon as it's available.



HEAL

Mages are the only class to heal up quickly on their own. It's tremendously useful; with a bit of fancy footwork, no fight is out of reach, as you can dance around, Heal, deal some more damage, avoid damage, Heal, etc. Heal also can affect nearby allies if they are close.



LIGHTNING

Whenever Fire Wall isn't ready, you should use Lightning attacks. The electricity arcs from your primary target to other nearby foes, so it's yet another way the Mage has to deal with multiple threats at once. It takes a few seconds to fully charge; wait for your hand to pull back behind your head before firing.



SHIELD

This defensive bubble protects against all ranged attacks. It covers you and a short radius around you, so it's possible to include allies in the protection. You cannot attack while defending with Shield. Generally, it's best to go on the attack and take out foes before they can gather numbers; however, when barraged and you want to seek better cover, the Shield works wonders.





SHOCKWAVE

As the name implies, this attack blasts foes backward from the point of contact. Slam your Staff down on the ground in front of you to disrupt enemy groups and set up your fire or lightning follow-up attacks. Shockwave does impressive damage; it will take out Grunts with a single blast and stun even tougher foes.

PROS & CONS

ADVANTAGES

- LONG-RANGE ATTACKS
- AREA-EFFECT FIRE DAMAGE
- HEALING

THE MAGE PUNISHES ENEMIES AT RANGE. YOUR FIRE WALL ATTACK BEGINS AS A FIREBALL, WHICH YOU CAN HURTLE AT A FOE FOR BIG DAMAGE, THEN BURST ALL ENEMIES AROUND THE FIRST VICTIM FOR SERIOUS DAMAGE OVER THE NEXT FEW SECONDS. GENERALLY, WEAKER ENEMIES WILL FALL FROM THE FIRE WALL DAMAGE; IF NOT, FOLLOW UP WITH YOUR RANGED LIGHTNING STRIKES TO BLAST THE CLOSEST ONES OR HAMMER THE BEST OF THEM TO THEIR KNEES WITH ANOTHER AREA-EFFECT ATTACK, SHOCKWAVE. SHOULD YOU TAKE DAMAGE YOURSELF, YOU ARE THE ONLY CLASS WITH THE ABILITY TO HEAL QUICKLY.

DISADVANTAGES

- LOW HEALTH
- WEAK MELEE ABILITIES

ALTHOUGH THE MAGE DELIVERS EXCELLENT DAMAGE FROM AFAR, YOU DON'T HAVE THE MELEE SKILLS TO GO TOE TO TOE WITH MANY ENEMIES. EVEN WORSE, YOUR LOW HEALTH MEANS YOU CAN DIE QUICKLY IN A FIGHT IF YOU AREN'T CAREFUL. KEEP OUT OF THE ENEMY THROG OR YOU MAY NOT BE ABLE TO CAPITALIZE ON YOUR ADVANTAGES VERY OFTEN.

advanced tactics

After you've learned the basics of offense and defense, it's time to master the subtleties of your class. Here are some advanced tips that you may not discover on first glance at the class.



- The Mage's Lightning will slow down any enemies hit by it, allowing you to catch up slightly. When fully charged, it will briefly stop an opponent in his tracks and arc to nearby enemies.



- Fire Wall is more than just an effective way to deal with groups of enemies. The Fire Wall projectile itself will deal a large amount of damage if you land a direct hit, so aim well.

- Shockwave is the Mage's crowd-clearing move. From the moment you begin, it cannot be interrupted until after it hits. Follow up a successful Shockwave with a Fire Wall and there is nothing your wounded foes can do to escape! Layer on some Lightning afterward, and even Warriors will fall.



- The defensive Shield deflects all projectiles from the outside: arrows, bombs, axes, Lightning, and Fire Wall shots (all before they erupt, of course). It's extremely useful for protecting a group of teammates; however, while the Shield is up, your abilities will not automatically refill. Be wary—you are still vulnerable to melee attacks, Scout Backstabs, and projectiles from enemies within your Shield.



- In addition to healing yourself, the Heal spell also affects nearby allies. If you see a green "plus" icon over the head of a teammate, they are in dire need of health.
- Lure impatient Warriors and Scouts to their doom by throwing a Fire Wall at your feet. You cannot be damaged by your own flames.



- You might also want to throw up a defensive Fire Wall in a high-traffic area, such as a bottleneck or flag circle, to maximize damage. Drop any enemies still standing with Lightning strikes.
- Don't forget you also have Melee Attacks! Although they deal very little damage, hitting an enemy with the Mage's melee combo is still an effective defense, and it will refill your magic abilities very quickly.



note

Each class has unique strengths. Refer to the walkthrough chapters "War of the Ring" and "Rise of Sauron" for recommendations on which class is best suited for each level objective.



CO-OP TEAMS

MAGE AND ARCHER

DEADLY AT RANGE, THESE TWO CLASSES CAN PICK OFF FOES BEFORE THEY CAN CLOSE AND DO ANY HARM. THE MAGE CAN PLAY OFFENSIVELY OR DEFENSIVELY, EITHER THROWING FIRE AND LIGHTNING AROUND TO DEAL WITH FOES OR POPPING UP A SHIELD TO PROTECT ARCHER AND MAGE FROM RANGED COUNTERATTACKS. THEY HAVE TO ELIMINATE FOES SPEEDILY; IF ENEMIES ENTER MELEE, THEY HAVE A PROBLEM.

MAGE AND MAGE

DOUBLE THE FIRE, LIGHTNING, AND HEALING PLEASURE! EVERYTHING YOU LOVE ABOUT THE MAGE (LONG-RANGE DAMAGE AND HEALING, ESPECIALLY), YOU GET IN DUPLICATE. AT A DISTANCE, CROWDS ARE TOAST, LITERALLY. OF COURSE, THAT ALSO MEANS THAT THE MAGE'S WEAKNESSES (LOW HEALTH AND LIMITED MELEE SKILLS) WILL COME BACK TO HAUNT YOU IN CLOSE-COMBAT FIGHTS.

MAGE AND SCOUT

POT THE BEST OF PAIRINGS, SINCE THE SCOUT NEEDS TO CLOAK AND SPEAK UP BEHIND FOES TO BE EFFECTIVE, WHICH MEANS HE CAN'T TAKE ADVANTAGE OF THE MAGE'S SHIELD, AND BY NECESSITY, THE MAGE MIGHT BE DRAWN CLOSER TO A FIGHT THAN HE WOULD NORMALLY LIKE. THE MAGE'S HEALING CAN GIVE THE SCOUT THAT EXTRA BOOST IN COMBAT, THOUGH, AND THE SCOUT'S BACKSTAB CAN DROP SINGLE TARGETS THAT PROVE DIFFICULT FOR THE MAGE (SUCH AS A SHIELDED ENEMY MAGE).

BEST CO-OP PAIRING: MAGE AND WARRIOR

BALANCED FOR RANGED AND MELEE COMBAT, THE MAGE AND WARRIOR WORK BEST IN TANDEM. WHILE THE MAGE HURLS FIRE AND LIGHTNING TO DESTROY TARGETS AT RANGE, THE WARRIOR DISPATCHES ENEMIES THAT MANAGE TO GET CLOSE. THE MAGE'S SHIELD PROTECTS THE WARRIOR FROM RANGED ATTACKS (A WEAKNESS IN THE WARRIOR'S BATTLE PLAN) AND WELL-TIMED HEALING CAN KEEP A WARRIOR CHURPING THROUGH MELEE TARGETS.



❖ scout

You have the power to slip in and out of shadow. As quiet as a whisper, you sneak up behind enemies and draw your blade. You are the master unseen assassin.

The Scout can do it all in close combat. He can dodge and weave through the crowd. Pummel enemies with special Foe Hammer and Foe Hewer attacks. Drop Satchel Bombs with deadly precision. In multiplayer action, the Scout can seize capture points all by himself without lifting a finger.



the Basics

OFFENSE

- Cloak can be used to perfect your offense. Slip it on for just a few seconds to circle behind a foe for the Backstab, or pop up in front of them for several quick surprise strikes.
- Backstab is your main threat. From behind, you can one-shot kill anyone. Remember, though, that it takes a few seconds to pull off the maneuver, and you may be exposed to other enemies during this time.
- Blasting Powder not only hurls an opponent away from you, it also packs that same opponent with an explosive. Aim your flying opponent toward more foes and you can blast several for the price of one.
- Foe Hammer and Foe Hewer sound alike, and they similarly send enemies to an early grave. Besides your quicker Light Attacks, these two will be your finishing moves.
- You can be at the forefront of a charge, so long as you're Cloaked and on your toes.
- Both Warriors and Scouts can string together combo moves, though the Scout can string together the longest sequence—eight attacks in a row!
- With Scouts, try stringing together melee attacks, starting with Light Attacks and ending with Heavy Attacks. Work in a progression, such as Light, Light, Medium, Medium, Heavy.
- Scouts gain energy slowly over time. If you're in danger, try evading or blocking until you have enough energy to even the odds.



DEFENSE

- Cloak can be used to perfect your defense. Use it whenever you leave an area so your enemies never know exactly where you're going and, of course, rely on it to drop out of sight whenever the enemy has you targeted for pain.
- Dodging with rolls is your best escape mechanism, though you can also block if you don't think you're going to get surrounded.
- Satchel Bombs can give you space from melee attackers if you learn to hurl them just right.
- Never stay in one spot too long. You may be invisible at times, but opponents will still track your movement and try to pinpoint your position.



DESCRIPTION

IN THE WIDE OPEN AND DEADLY PELENNOR FIELDS, YOU WILL WANT THE BEST SCOUT AVAILABLE, ÉOWYN. SHE CAN CLOAK TO HIDE FROM SWARMING ENEMIES, TAP INTO WHIRLING DERVISH OR BLASTING POWDER TO PULVERIZE FOES, AND THROW SATCHEL BOMBS FOR A POWERFUL RANGED BLAST. HER NIMBLE ROLLS AND SHARP STEEL CAN DAZZLE ALMOST ANYONE.

WEAPONS

- DAGGERS
- SATCHEL BOMBS

SPECIAL ABILITIES

- CLOAK
- WHIRLING DERVISH
- BLASTING POWDER

tip

Éowyn is a very special Scout. During any attack, if you press the Jump button, you will perform a front flip over the enemy. The flip is invincible at the start, so if played well Éowyn is nigh unstoppable.

FREE PEOPLES HERO:
ÉOWYN

KNOCKDOWN

When you're knocked down by an attack, the last thing you want to do is lie helplessly on the ground helpless. There are many ways to avoid being pummeled while on the ground:

- After hitting the ground, you can press any direction on the Control Stick to roll. During your roll, you will be invincible to melee attack. Alternately, pressing Jump will allow you to get up more quickly than normal.
- While on the floor, or after rolling, you can press any attack button to perform a rising attack. This will surely deter any nearby foes with a surprise counterattack.
- If you miss all of these, there is a built-in safeguard to give you a fighting chance: Your character will immediately stand up the second time you hit the floor, giving you a chance to counterattack.
- With good timing, you can press the Jump button right as your character hits the floor to perform a tech roll. This maneuver will allow you to get back on your feet quickly, ready to resume the fight. If you miss a tech roll opportunity, you will be vulnerable to attack for a small period of time before you can do anything else.
- Shorten the period of time you are stunned from certain enemy attacks by rapidly hitting buttons. Only certain buttons work against certain attacks, so be sure to experiment.



EVADING AND RECOVERY

- Stay in the rear, out of the way of slashing blades, and look for opportunities to dart in and out of combat.
- Circle the perimeter of a fight while Cloaked and keep your eyes on the primary threats. Do not stop moving unless you find a target of opportunity.



FREE PEOPLES HERO: FRODO



WEAPONS

- Sting
- Satchel Bomb

SPECIAL ABILITIES

- Cloak
- Sting's Fury
- Blasting Powder

DESCRIPTION

OFTEN UNDERESTIMATED, THE SMALL HOBBIT FRODO CAN BE A BIG, BIG THREAT. PERHAPS THE MOST DEADLY CLOAKED SCOUT, FRODO HAS ALL THE STANDARD SCOUT WEAPONS, AND HIS SHORT STATURE HELPS HIM BLEND IN EVEN MORE WITH THE SURROUNDINGS. NORMALLY ON THE QUEST OF THE RINGBEARER, FRODO CAN BE CALLED UPON TO DO BATTLE IN MULTIPLAYER ACTION.

tip

Frodo does not un-Cloak when attacking, which is a significant advantage. However, enemies can still spot you from the glow of your weapon, Sting.

FORCES OF SAURON HERO: WORMTONGUE



DESCRIPTION

ONCE A CUNNING ASSASSIN WITH WORDS, WORMTONGUE NOW SLAYS WITH THE BLADE. MOST OF HIS SPECIAL ABILITIES MATCH UP SIMILARLY TO OTHER HERO SCOUTS; HOWEVER, HE IS UNEQUIVOCALLY THE MASTER OF BOMBS. AS THE LONE SCOUT OF THE FORCES OF SAURON, WORMTONGUE SHOWS UP IN EVERY HERO TEAM DEATHMATCH SCENARIO.

TIP

Wormtongue's energy plus Light Attack places a bomb in his hand. While he holds it, he is faster and stronger, and his energy meter refills more quickly. After 10 seconds, the bomb will explode, doing a large amount of damage to everyone around him, but it will do some damage to him, as well.

WEAPONS

- DAGGERS
- SATCHEL BOMB

SPECIAL ABILITIES

- CLOAK
- DECEPTION STRIKE
- SOUL PUNCH

special attacks

BACKSTAB

To execute this one-shot kill, approach an enemy from behind while you're Cloaked, and grab him.

It takes a few seconds, but once you draw your blade, you will put your foe down forever. The drawback is that nearby enemies will see this happening and may be on you immediately.



BLASTING POWDER



Think of it as a massive shove. You send an enemy flying away from you with a bomb attached to them. When they hit, the bomb explodes and deals spray damage to any enemy nearby. Great for breaking up enemy groups or repelling victims off bridges and ledges.

CLOAK

Your most versatile ability allows the Scout to do all his movement unseen. Cloak to sneak up on enemies for a Backstab or a sequence of melee combos. Cloak to drop out of combat and escape extra damage that could be coming your way. Move around the battlefield Cloaked to set up your next attack opportunity.



Characters & Classes

FOE HAMMER

Foes that fall prey to this attack don't last long. It's one of your key special moves when you're in tight with an enemy, and you can alternate with Foe Hewer to keep opponents off guard.



FOE HEWER

These spinning blades strike a foe repeatedly for small increments of damage that add up quickly. You also stun the target for as long as you spin the blades into them, so they won't be doing much else. It's one of your key special moves when you're in tight with an enemy, and you can alternate with Foe Hammer to keep opponents off guard.



SACHEL BOMB



The Scout's ranged attack can destroy an enemy if you land the bomb directly on them, but more than likely you're using it to brush back opponents and give yourself some separation. Though you don't have anything near the range of an Archer or Mage, you still can throw damage around and light things on fire.

PROS & CONS

ADVANTAGES

- Invisibility
- Instant Kills
- Pimble in Combat

THE SCOUT USUALLY HAS THE UPPER HAND BECAUSE HE COMES OUT OF NOWHERE TO ATTACK HIS VICTIM. YOU MAY ELIMINATE A THREAT INSTANTLY WITH THE ONE-SHOT BACKSTAB, SLASH WITH THE BEST OF THEM IN HAND-TO-HAND, OR SIMPLY ROLL OUT OF DANGER WHEN COMBAT HEATS UP. YOU CAN EVEN SLING A BOMB A SHORT DISTANCE FOR BIG DAMAGE.

DISADVANTAGES

- No Healing Ability
- Limited Ranged Attack

IF THE SCOUT ATTACKS WITH SURPRISE AND DOESN'T OVERSTAY HIS WELCOME IN COMBAT, HE'S EFFECTIVE AND LIVES TO FIGHT ANOTHER DAY. IF HE GETS TRAPPED AMONG TOO MANY BODIES, HE COULD BE IN TROUBLE. WITH NO NATURAL HEALING, YOU MUST RELY ON HEALTH ORBS FROM ENEMIES TO SURVIVE OR SEEK OUT A FRIENDLY MAGE.



advanced tactics



- The Foe Hewer is more than meets the eye. Execute this combo with proper timing—while holding your energy button, press Medium Attack, Medium Attack, Medium Attack, and Light Attack—and it can become the Scout's most damaging melee attack.
- The Scout can block melee attacks. However, certain attacks exist that cannot be blocked. These attacks differ from unit to unit, but every character possesses at least one. The Scout's Blasting Powder still knocks down enemy units.



- Cloaking slowly drains your meter, and when it is gone you will reappear. Luckily, the Scout's meter refills slowly over time while visible.
- Learn when to use your meter to attack and when to save it for stealth.
- Doing anything offensive or defensive will un-Cloak you. This includes attacking, blocking, rolling, and throwing a Satchel Bomb (though you can hold the button down to keep it ready and remain invisible).
- While Cloaked, the Scout moves slower, but gains the ability to instantly dispatch enemies with a Backstab. Use caution: If you miss, you leave yourself open and visible!

- If your Scout has 100 percent energy, you can perform a powerful crowdbreaker attack while being hit (or blocking). These attacks will clear enemies from the immediate vicinity, giving you some breathing room. However, should you miss an enemy, you are vulnerable afterwards.



- Blasting Powder is a great way to get yourself out of a crowd. Not only will it break a block, it also knocks your foe a great distance away—even off ledges. This allows you to concentrate on other nearby targets.
- Scouts are incredibly effective at eliminating annoying defenders on the battlefield. For example, if an enemy Mage throws up a Shield to prevent ranged fire, send a Scout in through the Shield to disable him.
- The Satchel Bomb can be an incredibly effective weapon. Although it may be awkward at first, if you can learn to lead your foes, the large area of splash damage and the knockdown it produces can help you close in for the kill.



note

Each class has unique strengths. Refer to the walkthrough chapters, "War of the Ring" and "Rise of Sauron," for recommendations on which class is best suited for each level objective.



CO-OP TEAMS

SCOUT AND ARCHER

THIS PAIRING ONLY WORKS WELL IF THE ARCHER IS EXTREMELY DILIGENT ABOUT STAYING OUT OF MELEE COMBAT AND ANTICIPATING WHAT THE SCOUT IS GOING TO DO SO HE'S READY TO SHOOT AN ARROW INTO ANCILLARY ENEMY TARGETS. THE ARCHER CAN KILL MULTIPLE FOES QUICKLY, THOUGH, AND THE SCOUT'S BACKSTAB CAN DROP SINGLE TARGETS THAT PROVE DIFFICULT FOR THE ARCHER (SUCH AS A SHIELDED ENEMY MAGE).

SCOUT AND MAGE

THIS IS NOT THE BEST OF PAIRINGS BECAUSE THE SCOUT NEEDS TO CLOAK AND SPEAK UP BEHIND FOES TO BE EFFECTIVE, WHICH MEANS HE CAN'T TAKE ADVANTAGE OF THE MAGE'S SHIELD. BY NECESSITY, THE MAGE MIGHT BE DRAWN CLOSER TO A FIGHT THAN HE WOULD NORMALLY LIKE. THE MAGE'S HEALING CAN GIVE THE SCOUT THAT EXTRA BOOST IN COMBAT, THOUGH, AND THE SCOUT'S BACKSTAB CAN DROP SINGLE TARGETS THAT PROVE DIFFICULT FOR THE MAGE.

SCOUT AND WARRIOR

THE TWO MELEE COMBATANTS WILL RIP THROUGH DEFENSES. WHILE THE WARRIOR HEFTS AROUND BRUTE STRENGTH, AND HOPEFULLY PROVIDES A DISTRACTION, THE SCOUT CAN CLOAK AND CIRCLE, OR DEFTLY ROLL, TO GET BEHIND FOES AND CAUSE HAVOC. THEY BOTH HAVE GREAT COMBO CAPABILITIES AND CROWDBREAKING MOVES THAT DISRUPT OPPONENTS.

BEST CO-OP PAIRING: SCOUT AND SCOUT

SINCE THE SCOUT'S GAME IS ALL ABOUT MOVING ABOUT UNSEEN, IT'S DIFFICULT TO BRING ANY OTHER CLASS ALONG WITH, SO WHY NOT TAKE A SECOND SCOUT? WITH TWO ASSASSINS, YOU CAN WORK IN UNISON TO BACKSTAB TWO ENEMIES AT ONCE, WHICH MAKES SEIZING CAPTURE AREAS AN EASY TASK. DEFENDERS WILL CONSTANTLY BE LOOKING OVER THEIR SHOULDERS ONCE THEY KNOW WHAT YOU'RE UP TO.



❖ WARRIOR

You are the soldier for your side, strong and resilient. Sword in hand, your mailed body fearlessly races into battle without heed for life or limb. You are the great protector.

As a Warrior, you can play offensively or defensively, and do it well. Your special fire abilities can torch enemies as large as Ents or as small as Orc Grunts. It takes opponents a long time to drop you in combat and, if you have your way, that will never happen.



the Basics

OFFENSE

- Many moves can be extended by hitting the button repeatedly, such as the Warrior's Whirlwind Sweep.
- The Warrior can block melee attacks. However, certain attacks exist that cannot be blocked. These attacks differ from unit to unit, but every character possesses at least one. The Warrior's Flame of Fury will still cause damage to blocking enemies.
- Certain attacks cannot be interrupted by enemy attacks, such as the Warrior's Heavy Attack. These moves are generally slower, but inflict heavy damage. However, they are also slow to recover if you miss, providing the enemy a chance to counterattack. Experiment to find more, as these attacks can quickly turn the tide of battle when used properly.
- Warriors can string together combo moves up to a maximum of six in a row.
- With Warriors, try stringing together melee attacks, starting with Light Attacks and ending with Heavy Attacks. A sequence such as Light, Light, Light, Medium, Medium, Heavy is among the Warrior's deadliest combos.
- Warriors can also press Jump and Heavy Attack while in the air to perform an acrobatic slash on the target they're about to land on.



- Your Medium Attack can drive multiple enemies back. It's effective for giving yourself more room and clearing areas such as capture circles.
- Throwing Axe is more a defensive action than offensive one. Sure, it can deal damage, but more often than not you'll find yourself tossing an axe to distract your foes as you close on them.
- Never stay in one spot too long. You are a great defender, but you still don't want enemies ganging up on you from all sides.

DEFENSE

- Blocking is essential to survival. If you can't land the first blow, or if an enemy begins to combo on you, throw up a block and wait for your counterattack opportunity.



FREE PEOPLES HERO: ARAGORN



KNOCKDOWN

When you're knocked down by an attack, the last thing you want to do is lie helplessly on the ground helpless. There are many ways to avoid being pummeled while on the ground:



EVADING AND RECOVERY

- When you're knocked off your feet, roll to one side so that you don't stand up in the middle of another sword swing.
- To recover energy, get right back into the fight. After a few quick kills, your energy will be charged back up to full.



- After hitting the ground, you can press any direction on the Control Stick to roll. During your roll, you will be invincible to melee attack. Alternately, pressing Jump will allow you to get up more quickly than normal.
- While on the floor, or after rolling, you can press any attack button to perform a rising attack. This will surely deter any nearby foes with a surprise counterattack.
- If you miss all of these, there is a built-in safeguard to give you a fighting chance: Your character will immediately stand up the second time you hit the floor, giving you a chance to counterattack.
- With good timing, you can press the Jump button right as your character hits the floor to perform a tech roll. This maneuver will allow you to get back on your feet quickly, ready to resume the fight. If you miss a tech roll opportunity, you will be vulnerable to attack for a small period of time before you can do anything else.
- Shorten the period of time you are stunned from certain enemy attacks by rapidly hitting buttons. Only certain buttons work against certain attacks, so be sure to experiment.

DESCRIPTION

THE GREATEST WARRIOR IN THE GAME, ARAGORN SLICES THROUGH FOES WITH HIS MAGICAL SWORD, ANDÚRIL, AND WITHSTANDS BLOW AFTER BLOW TO CONTINUE THE FIGHT. DUNHARROW DASH SHOULDERS FOES OUT OF THE WAY AND WORKS WONDERS AGAINST OVERRUN SITUATIONS. ANDÚRIL'S SPIRIT WILL RUIN AN OPPONENT IF YOU TIME IT TO STRIKE THE FOE. YOUR MOST POWERFUL ABILITY, WAVE OF UNDEAD, SPRAYS AN AREA-EFFECT BLAST THAT ANNIHILATES ANYTHING IN ITS PATH. ARAGORN CAN LEAD ANY CHARGE, AND THERE'S NO BETTER HERO FOR WADING INTO THE THICK OF THINGS TO SLAUGHTER SAURON'S MINIONS.

WEAPONS

- ANDÚRIL
- THROWING AXE

SPECIAL ABILITIES

- DUNHARROW DASH
- ANDÚRIL'S SPIRIT
- WAVE OF UNDEAD

WEAPONS

- HADHAFANG
- THROWING AXE

SPECIAL ABILITIES

- TSUNAMI BLADE
- RIVER OF BRUVINEN
- WATER SPHERE

DESCRIPTION

THE RULER OF RIVENDELL AND MASTER OF THE ELVES CAN THROW DOWN WITH THE BEST OF THEM! HIS HUGE BLADE HAS A LONG REACH, AND THAT'S NOT COUNTING THE WATER POWERS THAT HE CAN CHANNEL WITH IT. RIVER OF BRUVINEN CAN KNOCK ENEMIES OFF BALANCE, AND WATER SPHERE IS THE BEST DEFENSIVE SPELL IN THE GAME. YOU MAY INVAD RIVENDELL, BUT YOU WON'T BE ABLE TO ESCAPE ELROND'S WRATH.

tip

Aragorn has a hidden special ability: Press and hold Heavy Attack for 5 seconds, then while still holding it press Light Attack. The ability has a lengthy beginning, but if you complete it, you gain the power of the undead for 30 seconds!

tip

Elrond's Water Sphere not only defends against projectiles, it also heals allies who stand inside.

FREE PEOPLES HERO: FARAMIR



DESCRIPTION

AS THE LEADER OF THE LAST BAND OF DEFENDERS IN OSGILIATH, FARAMIR MUST SAFEGUARD THE HOBBIT FRODO AND REPEL THE ORC INVADERS.

FORTUNATELY, HE'S WELL PREPARED FOR THIS ROLE AS A BEEFIER WARRIOR. WIELD YOUR FIRE-CHARGED SWORD AS OFTEN AS YOUR ENERGY WILL ALLOW. THE MORE DAMAGE YOU DISH OUT TO ORCS, THE MORE THEIR ATTENTION TURNS TO YOU AND KEEPS FRODO SAFE. GONDORIAN COURAGE AND STEWARD OF GONDOR COME IN PARTICULARLY HANDY TO SPLINTER CROWDS AND SLAY TROUBLESOME FOES.

WEAPONS

- SWORD
- THROWING AXE

SPECIAL ABILITIES

- RANGER'S FIRE
- GONDORIAN COURAGE
- STEWARD OF GONDOR

tip

Every one of Faramir's energy-charged attacks can be mashed for many more hits—with fire!

DESCRIPTION

YOU NEVER WANT TO MESS WITH AN ANGRY DWARF, ESPECIALLY A WELL-ARMED, EXPERT COMBATANT LIKE GIMLI. SHORT IN STATURE, BUT STOUT IN STRENGTH, GIMLI MOVES QUICKLY WITH DWARVEN RUN AND CHALLENGES ANY ENEMY'S MELEE DEFENSES WITH BALIN'S REVENGE. NOT TO BE OUTDONE BY HIS FELLOWSHIP PALS ARAGORN AND LEGOLAS, GIMLI CAN OVRRIGHT DESTROY AN ENEMY IN COMBAT WITH THE BRUTAL LONGBEARD POUND. HE'S ALSO BEEN KNOWN TO SINGLE-HANDEDLY TAKE OUT TROLLS.

tip

Gimli's energy-charged Longbeard Pound cannot be interrupted by enemy attack and is the most damaging single-hit attack in the game. Also, he is the only Warrior with Satchel Bombs.

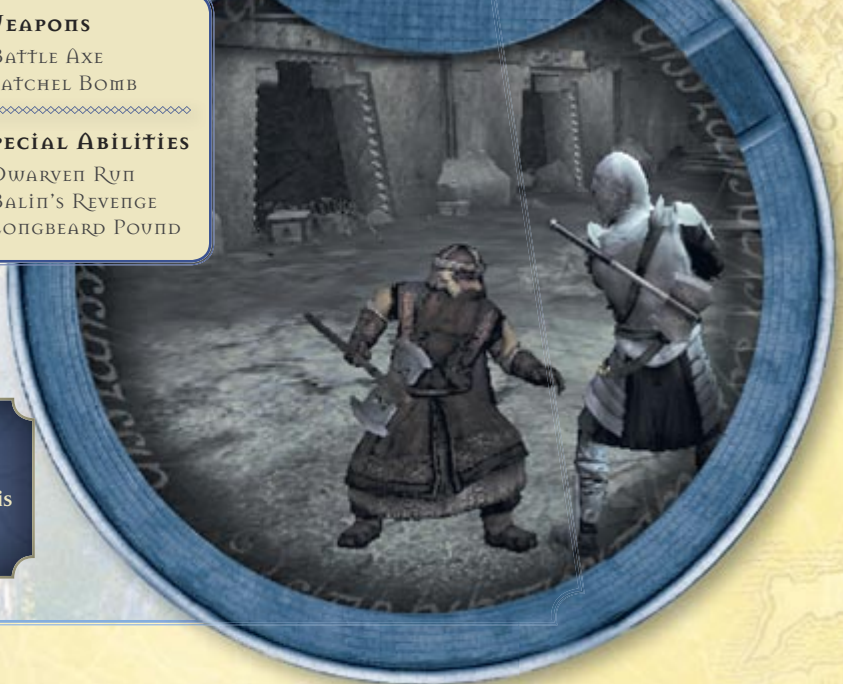
WEAPONS

- BATTLE AXE
- SACHEL BOMB

SPECIAL ABILITIES

- DWARVEN RUN
- BALIN'S REVENGE
- LONGBEARD POUND

FREE PEOPLES HERO: GIMLI



DESCRIPTION

THE MAN WHO CUT THE ONE RING FROM SAURON'S FINGER NOW HAS MORE THAN THE DARK LORD TO CONTEMPLATE WITH. ISILDUR'S DAZZLING FIGHTING TECHNIQUES—QUITE LITERALLY, AS HIS MOVES BLUR TOGETHER IN COLORFUL ANIMATION—WILL AVENGE HIS FALLEN COMRADES ON THOSE UNFORTUNATE ENOUGH TO BE CAUGHT AWESTRUCK. ALL THE STANDARD WARRIOR ABILITIES, WITH SOME EXTRA KICK, ARE AT ISILDUR'S DISPOSAL.

tip

Isildur's energy attacks are intensified by flaming ghosts that deal extra damage.

WEAPONS

- PARŠIL
- THROWING AXE

SPECIAL ABILITIES

- AEGLO'S SHARP
- BLADE OF THE MARK
- PARŠIL SPIKE

FREE PEOPLES HERO: ISILDUR



FORCES OF SAURON HERO: PAZGÛL



DESCRIPTION

SAURON'S FOOTSOLDIERS WERE ONCE NINE MORTAL MEN WHO ARE NOW FOREVER ENSLAVED TO THE LORD OF MORDOR'S SERVICE. THEY FIGHT LIKE WARRIORS WITH SUPERNATURAL POWERS, SUCH AS BLACK BREATH, WHICH CAN FREEZE VICTIMS IN FEAR AS IT DEALS DAMAGE. POWER OF THE NINE CAN LOWER A TERRIFIC BOOM AS THE PAZGÛL FLIPS TOWARD ITS TARGET, AND FLURRY OF TERROR SLICES SWIFTLY EVEN AS IT LIFTS THE PAZGÛL OUT OF IMMEDIATE DANGER.

WEAPONS

- SWORD
- THROWING AXE

SPECIAL ABILITIES

- FLURRY OF TERROR
- BLACK BREATH
- POWER OF THE NINE

tip

Nazgûl can continue from Flurry of Terror to Power of the Nine in the air. They can also go from a Power of the Nine to any other energy attack, including another Power of the Nine.

FORCES OF SAURON HERO: SAURON

DESCRIPTION

THE MOST POWERFUL FIGURE ON THE EVIL SIDE TOWERS OVER THE BATTLEFIELD. AS IMPOSING AS ONE OF THE GIANTS, SAURON FIGHTS AS WELL AS ANY WARRIOR, EXCEPT HE TRADES IN SWORD FOR MACE. WITH HIS LONG REACH, HEART OF HORROR AND SOUL COLLECTOR CAN BE BRUTAL, WHILE THE AREA-EFFECT MORDOR POUND KNOCKS DOWN ANYONE CAUGHT IN FRONT OF HIS MACE SLAM. THE DARK LORD CAN POWER THROUGH THE ENTIRE SIDE OF GOOD; HE'S THAT PASTY!

tip

Sauron can be damaged; however, he cannot be knocked down! His Soul Collector deals damage even to blocking enemies, and if you finish someone off with it, there is a special surprise.

WEAPONS

- MACE
- THROWING AXE

SPECIAL ABILITIES

- HEART OF HORROR
- MORDOR POUND
- SOUL COLLECTOR



FORCES OF SAURON HERO: WITCH-KING

WEAPONS

- SWORD OF TERROR
- THROWING AXE

SPECIAL ABILITIES

- ANGMAR FLURRY
- BLACK BREATH
- TERROR QUAKE

DESCRIPTION

AS YOU MIGHT IMAGINE, THE LEADER OF THE NAZGÛL HAS THE SAME STRENGTHS AND WEAKNESSES AS THE NAZGÛL. HOWEVER, HIS INTIMIDATING FORM PACKS A LITTLE MORE PUNCH, AND ATTACKS LIKE TERROR QUAKE ARE SWIFTER TO EXECUTE. THE WITCH-KING COMMANDS WHATEVER SITUATION YOU SEND HIM INTO, OFFENSIVELY OR DEFENSIVELY, AND THE ENEMY SHALL BEND THEIR KNEE ONE WAY OR ANOTHER.

tip

At first glance, the Witch-king may appear similar to the Nazgûl, but his Terror Quake can damage an entire battlefield full of enemies!



special attacks

CROWDBREAKER



- If your Warrior has 100 percent energy, you can perform a powerful crowdbreaker attack while being hit (or blocking). These attacks will clear enemies from the immediate vicinity, giving you some breathing room. The Warrior can also perform one while on the ground!

FIRE STRIKE

This fire attack propels you through enemies and erupts with a powerful upswing. It's the best special attack for breaking through enemy defenses and repositioning the Warrior into a new location to set up another attack plan.



FLAME OF FURY

When you come down with this amazingly destructive special ability, the enemy will almost be cleaved in two if he doesn't dodge immediately. Though it leaves you in a vulnerable position if you miss, and it takes an extra second to execute, it's all worth it to land the big hit.



WHIRLWIND SWEEP



The Warrior's most versatile attack brushes back enemies and damages multiple foes in a single fiery rotation. Break out this move often to gain space to set up new attacks. It's also the best ability for clearing out a capture point when you have the extra energy.

PROS & CONS

ADVANTAGES

- GREATEST AMOUNT OF HEALTH
- STRONGEST MELEE FIGHTER
- EXCELLENT BLOCKING

When you enter melee, you want a Warrior to attack or defend for you. They are usually at the head of a charge, and you can call upon them for any duty. With the best health and armor in the game, Warriors generally last longer in the battle, and thus are always reliable.

DISADVANTAGES

- NO HEALING ABILITY
- LIMITED RANGED ATTACK

Overconfidence can be the Warrior's undoing. You can punch, slash, and tear through melee foes left and right, but you don't want to plunge headlong into battle over and over or those wounds will add up. With no natural healing, you must rely on Health Orbs from enemies to survive or seek out a friendly Mage.

advanced tactics



- Lower your shoulder in a fight! If you charge toward a distant opponent and execute a Heavy Attack as you near, you'll slam your foe with a shoulder hit that will send him flying.
- The Warrior's shoulder tackle (run for 1 second then Heavy Attack) will stagger any enemy, as well as break a block. If you are quick, you can continue your combo after it; however, your opponent can hit buttons to break out of the stun and hit you first, so be prepared!
- The Warrior can block melee attacks. However, certain attacks exist that cannot be blocked. These attacks differ from unit to unit, but every character possesses at least one. The Warrior's Flame of Fury still knocks down enemy units.
- To dispose of pesky Mages or Archers, the Warrior's full combo will do the trick: Light Attack x3, Medium Attack x2, Heavy Attack. This also builds lots of energy for the next enemy. However, if you are in the heat of battle and can spare the energy, a quicker alternative is Light Attack x2, Medium Attack, and Flame of Fury.



- Using Throwing Axe is a good way to close the last bit of distance to your enemies. If executed properly, it can even create opportunities for you to follow up with a juggle attack.

- Blocking and evades are powerful tools—learn to use them properly. Melee moves will not do damage to you if they are blocked, and even if the move still knocks you down there is always a chance to recover.



- When running toward an Archer, tap Block to evade his Kick and then finish him off.
- Block a Scout's attack string. Once the Scout makes his final, slower attack, evade it and counterattack!
- Let a Mage see you approach, evade his You Shall Not Pass!, and hit him back while he's vulnerable.
- When performing a combo against another Warrior, stop after a few hits, evade his crowdbreaker, and then punish the recovery.
- Warriors are incredibly effective at plunging into the fray and causing chaos. They are incredibly versatile, and they can be used in every situation, offensive and defensive.
- If you suspect a Cloaked Scout is hunting for you, don't forget you can change directions while attacking. Swing at the air once or twice to tempt him to move in for a Backstab, then swing the opposite direction and catch him off guard.



note

Each class has unique strengths. Refer to the walkthrough chapters, "War of the Ring" and "Rise of Sauron," for recommendations on which class is best suited for each level objective.



CO-OP TEAMS

WARRIOR AND ARCHER

BALANCED FOR RANGED AND MELEE COMBAT, THE WARRIOR AND ARCHER WORK WELL IN TANDEM. THE ARCHER LOVES TO DESTROY TARGETS AT RANGE, AND THE WARRIOR DISPATCHES ENEMIES THAT MANAGE TO GET CLOSE. THE ARCHER CAN HURT OR SLAY ENEMY RANGED ATTACKERS BEFORE THEY CAN DEAL DAMAGE (A WEAKNESS IN THE WARRIOR'S BATTLE PLAN).

WARRIOR AND SCOUT

THE TWO MELEE COMBATANTS WILL RIP THROUGH DEFENSES. WHILE THE WARRIOR HEFTS AROUND BRUTE STRENGTH, AND HOPEFULLY PROVIDES A DISTRACTION, THE SCOUT CAN CLOAK AND CIRCLE, OR DEFTLY ROLL, TO GET BEHIND FOES AND CAUSE HAVOC. THEY BOTH HAVE GREAT COMBO CAPABILITIES AND CROWDBREAKING MOVES THAT DISRUPT OPPONENTS.

WARRIOR AND WARRIOR

IF YOU THOUGHT THE WARRIOR AND SCOUT PAIRING WAS BRUTAL IN MELEE, YOU HAVEN'T SEEN THESE TWO IN ACTION. SWORDS AND FIRE ARC AROUND, FISTS AND KICKS LET LOOSE, AND ENEMIES END UP DEAD IN CLUMPS. UNFORTUNATELY, YOU HAVE NO DEFENSE AGAINST RANGED ATTACKS, SAVE YOUR WITS, WHICH CAN LEAVE YOU VULNERABLE.

BEST CO-OP PAIRING: WARRIOR AND MAGE

THIS MAY BE THE STRONGEST PAIRING IN THE GAME. THE MAGE HURLS FIRE AND LIGHTNING TO DESTROY TARGETS AT RANGE, AND THE WARRIOR DISPATCHES ENEMIES THAT MANAGE TO GET CLOSE. THE MAGE'S SHIELD PROTECTS THE WARRIOR FROM RANGED ATTACKS, AND A WELL-TIMED HEALING CAN KEEP A WARRIOR CHURPING THROUGH MELEE TARGETS.



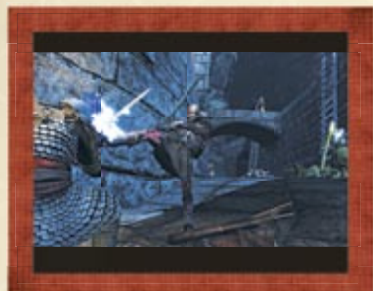
❖ enemy rankings

enemies of the free peoples



GRUNTS

These are the most common of all your foes and will fall easily before your attacks. Just don't let them overwhelm you. Sauron's Grunts can be either Uruk-hai or Orcs.



OFFICERS

As skilled as you may be with your weapons, these enemies are trained in the same classes: Archer, Mage, Scout, and Warrior. Officers can block attacks and have many more abilities than Grunts.



CAPTAINS

You can identify a Captain by the flag on its back. Captains have the same abilities as Officers, except they can deliver more damage and have much more health. A Captain's very presence strengthens the troops around it.



GIANTS

These oversized creatures are the true brutes of the battlefield. They can grab, throw, and crush their opponents with ease. The Free Peoples must defend against fearsome Trolls.



HEROES

The most powerful foes you will encounter, Heroes have all the abilities of regular classes and more. Unique combat abilities make each Hero unmatched in combat, and you will be severely challenged to slay a Hero

unless you control an opposing Hero. Free Peoples enemies include Saruman, the Witch-king, and even Sauron himself.

MACHINES OF WAR



All other weapons of war fall into this category. Fell Beasts will attack from the skies, catapults and ballistae can be fired to demolish enemy forces, and even Oliphaunts must be mounted and cut down to help turn the tide of battle.

PLAYING AN ENT

WEAPONS

- FLAILING TREE TRUNKS
- STOMPING ROOTS

SPECIAL ABILITY

- RAMPAGING ANGER

DESCRIPTION

THE MIGHTY TREES OF FANGORN FOREST HAVE COME TO THE AID OF THE FREE PEOPLES AGAINST SARUMAN AND ISENGARD'S DESTRUCTIVE PRACTICES. CONTROL ONE OF THESE GIANTS AND YOU TOWER ABOVE THE BATTLEFIELD. YOU CAN BASH SMALLER FOES OUT OF YOUR WAY WITH MASSIVE FOREARM TREE LIMBS OR GRAB THEM FOR ONE-SHOT KILLS. COMBINE BOTH YOUR UPPER LIMBS FOR A POWERFUL SMASH THAT CAN TOPPLE WATCHTOWERS.

enemies of sauron



GRUNTS

These are the most common of all your foes and will fall easily before your attacks. Just don't let them overwhelm you. The Free Peoples' Grunts are generally Gondorian men, though you will also battle some Rohirrim and Elves.



OFFICERS

As skilled as you may be with your weapons, these enemies are trained in the same classes: Archer, Mage, Scout, and Warrior. Officers can block attacks and have many more abilities than Grunts.



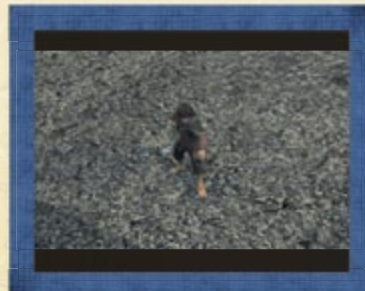
CAPTAINS

You can identify a Captain by the flag on its back. Captains have the same abilities as Officers, except they can deliver more damage and have much more health. A Captain's very presence strengthens the troops around it.



GIANTS

These oversized creatures are the true brutes of the battlefield. They can grab, throw, and crush their opponents with ease. The forces of Sauron must defend against powerful Ents.



HEROES

The most powerful foes you will encounter, Heroes have all the abilities of regular classes and more. Unique combat abilities make each Hero unmatched in combat, and you will be severely challenged to slay a Hero

unless you control an opposing Hero. Sauron's enemies include Gandalf, Aragorn, and even Elrond himself.

MACHINES OF WAR



All other weapons of war fall into this category. Great Eagles will swoop down from the skies, catapults and ballistae can be fired to demolish enemy forces, and mounted horsemen must be chopped down to help turn the tide of battle.

PLAYING THE BALROG

WEAPONS

- FLAMING SWORD
- WHIP

SPECIAL ABILITY

- FIRE BREATH

DESCRIPTION

THE MOST DANGEROUS CREATURE IN THE INCREDIBLY DANGEROUS MINES OF MORIA, THE BALROG FACES OFF AGAINST GANDALF IN THE "WAR OF THE RING" AND RETURNS LATER IN THE SHIRE AS A HERO YOU CAN CONTROL IN THE "RISE OF SAURON." ITS MOST DEBILITATING ATTACK, FIRE BREATH, RAZES A HUGE AREA IN FRONT OF IT AND DROPS EVEN THE STOUTEST DEFENDER IN SECONDS SHOULD THEY BE UNFORTUNATE ENOUGH TO LINGER IN THE FLAMES.

❖ helm's deep



LEGEND

- S** Start
- 1** Objective 1
- 2** Objective 2
- 3** Objective 3
- 4** Objective 4
- 5** Objective 5
- 6** Objective 6
- 7** Objective 7
- 8** Objective 8
- A** Aragorn

note

At various points during the game, your objective will entail seizing a capture point. Generally, capture points are ringed with a flag in the middle. To capture the area, enter the ringed area and make sure no enemies share the area with you. If they do, slay the enemies quickly, or boot them out of the encircled area long enough to hold the area. As the seconds tick by, the flag will lower, then raise with your standard. Once your flag rises to the top, you have successfully captured the area.

OBJECTIVE 1: DEFEND THE DEEPING WALL



WARRIOR

Helm's Deep won't hold unless the strongest of spirit and stoutest of heart answer the call. As a Warrior, you have an abundance of strength and stoutness, and it will be called up in great reserves to battle back the waves of Orcs that crash against the ancient fortress. Though the Archer has the advantage of precise ranged attacks, the Warrior's toughness and brute strength in melee combat give him the edge in most Helm's Deep objectives, including your initial foray to defend the Deeping Wall. The Mage and Scout classes are not available for Helm's Deep; you will only switch back and forth between Warrior and Archer to complete your tasks.



Saruman's minions threaten the fortress with their siege ladders and sheer numbers, which will eventually overrun the battlement if left unchecked. It's your duty to prevent the Orc invasion, or die trying. When the level begins, you stand on the outer wall of Helm's Deep. Look for a blue-white ringed section in front of you. This is a capture point. Unlike most capture points, you don't have to seize control of this one; you already own it. Instead, you must defend the area, the Deeping Wall, from Orc attack for one minute and 30 seconds. You will receive a flashing red "overrun" message on your screen if more Orcs enter the area than your allies, so keep fighting on until you repel enough to succeed.



Run to the far side of the capture area and scan along the outer wall. You should see the tips of the Orc ladders above the stonework. Orcs will begin climbing up here almost immediately. You can use just about any attack to repel them off the wall. At range, chuck your Throwing Axe to knock one to its death. Up close, Flame of Fury or Fire Strike can topple foes. You have a split second at the top of the ladder where an Orc will hesitate as it climbs up on the wall. Attack when you first see the top of an Orc's head on the ladder, or during the slight pause as it gets its bearings after reaching the summit; the less chance you give the Orcs to set up, the better for your health.



If you find yourself overwhelmed with multiple foes, Whirlwind Sweep blows Orcs off the wall or away from you for a breather. Should an Orc daze you, try to counterattack and turn the tide; however, if you get knocked to the ground, don't try to jump up and counterattack right away. Odds are you'll take more damage because you aren't prepared and your opponent is. Rather, roll on the ground away from the enemy and regain your balance before setting up your attacks.



After you repel the initial Orc assault on the far side, turn around and run back across the capture area toward where you started. More siege ladders are on this side, too. To avoid the overrun, you will have to bounce back and forth between these two ladder areas. When you reach the

second side, some Orcs may have already spilled over the sides. Battle them back toward the ladders, then punch, slash, or kick incoming Orcs back down the ladder rungs. After a minute and a half, you survive the assault and move on to the next stage.

ARCHER

Once you become skilled with the Archer's bow, you can certainly annihilate Orcs to complete this objective. Early on, practice lining up your shots on the Orcs as they ascend the ladders. Aim for the top of each Orc's head, and adjust to its torso if the Orc becomes a moving target and you can't go for the critical strike. Orcs will eventually gain a foothold atop the wall. Attack the nearest one and retreat as you fire. This keeps you out of harm's way as you deliver several arrows to finish off the target. Just make sure there is no one behind you.



Unless you are a skilled marksman, it will be harder to defend the wall as an Archer. The Warrior can deal more melee damage and can withstand more damage, so he's better suited for any tight combat that may occur (or swarm situations). You will have to wield your bow quickly to deal with the Orc horde.

COOPERATIVE PLAY

WARRIOR AND ARCHER

THE WARRIOR AND THE ARCHER MAKE A GOOD TEAM DEFENDING THE WALL. THERE ARE TWO BASIC ATTACK PLANS: YOU CAN TAKE DOWN FOES QUICKLY BY WORKING TOGETHER, OR YOU CAN SPLIT YOUR FORCES TO COVER ALL THE LADDERS. IF YOU DECIDE TO WORK TOGETHER, CHOOSE AN END, SET THE WARRIOR ADJACENT TO THE LADDERS WITH THE ARCHER 10 PACES OR SO BEHIND. THE WARRIOR'S JOB IS TO ENGAGE IMMEDIATELY AND KNOCK THE ORCS OFF THE LADDERS AS QUICKLY AS POSSIBLE. THE ARCHER WATCHES WHICHEVER LADDER THE WARRIOR ISN'T ON AND TARGETS ANY FOES THAT SUDDENLY SHOW UP TO SURPRISE THE WARRIOR. WITH NO SECONDARY TARGET IN SIGHT, THE ARCHER CAN ADD DAMAGE TO THE WARRIOR'S TARGET. IN TANDEM, THE WARRIOR AND ARCHER CAN MOP UP THE ORCS QUICKLY ON ONE SIDE, THEN RUSH TO THE OTHER TO DO THE SAME. HOWEVER, IF YOU DECIDE TO SPLIT FORCES, EACH MUST PREVENT HIS RESPECTIVE SIDE FROM BEING OVERRUN. YOU HAVE FEWER FOES TO DEAL WITH THAN TAKING ON ALL THE ORCS TOGETHER, BUT THE PRESSURE IS ON TO KEEP YOUR SIDE'S ORCS DOWN AND OUT OF THE CAPTURE AREA FOR THE MINUTE AND A HALF TIME LIMIT.

OBJECTIVE 2: kill the torchbearers



ARCHER

When you finish the first objective, immediately jump down off the wall and look for the half-circle capture area up against the outer wall. This is the defensive zone you need to protect from the incoming torchbearers. Because of the Archer's long range, you're better equipped if you bring a bow to this fight. Don't panic, though, if you continue with the Warrior from the first objective. You can battle through the horde of regular Orcs more efficiently as the Warrior; however, you will have to run out to engage the torchbearers (so they don't swarm you), and it's easier to lose track of the incoming torchbearers and let one of them sneak through to the capture point. The Archer's arrows can drop torchbearers from afar, all while you stand within the capture area and ensure its safety.



Position yourself at the edge of the capture area and scan for a glowing torch out of the mists. You may have to deal with a few regular Orcs first, so get used to dancing back and forth to avoid melee swipes while homing in on the torchbearers. Do not stand still for more than a few seconds or you will get clobbered. There's a large rock outcropping almost directly dividing the battlefield in half. Search for the first torchbearer to the left of this rock. After the first one goes down, search on the right side for the next one. Continue bouncing

back and forth so no torchbearer approaches too close to become a real danger. If they do, you must kill them immediately.



Once a torchbearer reaches the capture point, you have about two seconds before the Orc lights the fuse on a wad of dynamite that will blast the wall to smithereens.

Try to catch each of the torchbearers at maximum range. It will be a very difficult shot unless you

rely on your zoom to draw a bead on the target. Aim for the head. If you hit it, you'll score a critical hit and kill the torchbearer with a single arrow. If you miss the head, you'll probably strike the chest and inflict heavy damage. Two shots to the chest should finish the torchbearer off anyway.

Continue moving to avoid a melee blow that stuns you or, worse, knocks you





A Poison Arrow works well to slow down an approaching Orc group or a torchbearer if you don't think you can kill it right away. Continue slinging arrows until you get the message that all is safe and it's time to return to the keep.



WARRIOR

Your strategy as the Warrior is to charge out into the Orc rush. You can't wait around for the torchbearers to come to you; one knockdown at that point will spell doom for the whole fortress. Charge toward the first

torch you see and engage with no mercy. Save your special abilities for the torchbearers (and possibly their immediate allies)

to take them down that much quicker. Avoid needless combat with non-torchbearing groups, else you might tie yourself up with a struggle that leaves you ill prepared to defend the capture point. You have to do a lot of hustling to weed out all the torchbearers, but a strong sword can still save the day.



COOPERATIVE PLAY

ARCHER AND WARRIOR

THE ARCHER WILL BE THE STAR IN THIS FIGHT. THE WARRIOR CAN PLAY BODYGUARD TO THE ARCHER, KEEPING RUSHING ORCS OFF THE ARCHER AS HE PICKS OFF THE TORCHBEARERS. OTHERWISE, THE ARCHER SHOULD HOLD THE DEFENSIVE AREA WHILE THE WARRIOR ATTACKS THE NEAREST TORCHBEARER. IF BOTH PLAYERS DOWN TORCHBEARERS ON EITHER SIDE OF THE ROCK OUTCROPPING DIVIDING THE TERRAIN, THE THREAT SHOULD BE ELIMINATED IN SHORT ORDER.

OBJECTIVE 3: fall Back to the keep



ARCHER AND WARRIOR

It doesn't matter whether you are the Archer or Warrior for this objective; both have an athletic pair of legs, and your only task is to race back to the keep. Push any remaining Orcs out of your way and hightail it back to the nearest ladder. Climb up the ladder and reach the upper wall section.



At this point, you'll witness a cutscene of fiery catapult missiles pounding the Deeping Wall. Unless you want to be a permanent (and smeared) part of the scenery, you need to run a full speed up the battlement in the direction of the large yellow arrow marking the next objective point. Fail to do this and a catapult missile destroys you in a single explosion. Rush through the archway at the end of the wall and head toward the main gate for your next assignment.

COOPERATIVE PLAY

ARCHER AND WARRIOR

RUN, RUN, RUN! BOTH PLAYERS NEED TO FIND THE NEAREST LADDER, CLIMB UP ATOP THE DEERING WALL. UP TOP, YOU SHOULDN'T HAVE ANY ORC RESISTANCE, SO THERE'S NO NEED TO STOP UNTIL YOU REACH THE SAFETY OF THE MAIN GATE AREA. LET THE CATAPULT MISSILE DETONATE BEHIND YOU. SURE, THERE'S A BIG HOLE IN THE DEERING WALL, BUT YOU'LL BE BACK TO HELP IT OUT LATER.



OBJECTIVE 4: Defend the main gate



WARRIOR

Unfortunately, when you arrive at the main gate, the Orcs have already begun breaking it down. Stand your ground and wait for the blows to shatter the gates. As the Warrior, you should have the health to wade into battle against a sea of Orcs as long as you wield your sword effectively. A throng of Orcs will press through the gates. Jump up to meet them and turn them back quickly. You don't want them forcing themselves into the courtyard or you risk being surrounded and losing your tactical advantage. Throw a shoulder or a Whirlwind Sweep to brush the front Orcs back out onto the outside ramp.



Fight your way outside and continue to alternate to whichever special attack is available. If the Orcs begin to collapse on you, pull back a few steps and chip away at the nearest ones. Slash into the midst of the Orcs to give your allies some much-needed support, and don't forget that you can always force Orcs over the sides to dispatch them much quicker than cutting through all their health.

Avoid attacks from multiple Orcs at once and you should be able to hack away at enough Orcs to hold the gates for the required one minute and 30 seconds. It will go easier if you clear a path to the edge of the capture area and defend from that position.



ARCHER

You don't have the same melee luxuries as the Warrior, so your Archer must stay in the rear at all times and pick off the Orcs. Avoid taking blows and pick off the closest Orc targets one by one. If you can, concentrate

fire on the Orcs near your allies to keep them alive longer to aid in the defense. Advance step by step as you drop Orcs, and try to push out toward the edge of the defensive zone. Poison Arrow will slow a large group of approaching Orcs, while Fire Arrow can explode Orcs off the sides for some quick clears.



COOPERATIVE PLAY

WARRIOR AND ARCHER

THE ARCHER SHOULD APPROACH COOPERATIVE PLAY THE SAME AS HIS SOLO RUN. INSTEAD OF STICKING ORCS THAT HASSLE THE OTHER HELM'S DEEP GUARDS, THE ARCHER SHOULD PROTECT THE WARRIOR AS HE CHARGES INTO COMBAT. BOTH PARTNERS SHOULD CLEAR THE GATE AREA FIRST. YOU DON'T WANT ANY ORCS SLIPPING THROUGH TO HARASS THE ARCHER. PUSH OUT GRADUALLY TO THE RAMP, TEAMING UP ATTACKS ON THE CLOSEST ORCS. CONTINUE FIGHTING UNTIL THE TIME LIMIT EXPIRES. IF ONE PARTNER BECOMES LOW ON HEALTH, RETREAT FOR A BREATHER AND LET THE OTHER PARTNER CARRY THE ATTACK FOR A WHILE.

OBJECTIVE 5: rally to théoden

WARRIOR AND ARCHER

Continue with whichever class you used at the main gates and rush to Théoden's aid. There will be some minor fights along the way, so the nod may go to the Warrior to quickly jump into the fray. However, an Archer can do just as well; simply hang back at the edge of skirmishes and down foes with arrows.



Facing the main gates out on the ramp, return the way you originally came. Make a left after the gates and run up the incline and around the first bend to your right. You'll see a courtyard with steps on your left. Several flights of these steps lead up to Théoden's throne room. That's your objective, after you eliminate any Orcs in your path.



Your allies will already be engaged with the Orcs threatening Théoden. Aid them on the front stairs through well-placed sword strokes or deadly arrows. Don't charge up the stairs or you risk getting hacked from all sides. Methodically take out the Orcs on the stairs to clear a path to Théoden. Plus, eliminating these Orcs now means you won't have to deal with any stragglers in the next, much more challenging fight.



COOPERATIVE PLAY

WARRIOR AND ARCHER

RETRACE YOUR STEPS FROM THE MAIN GATES AND HEAD BACK TOWARD THE DEEPIING WALL. TAKE YOUR FIRST RIGHT AND ENTER THE COURTYARD. ON YOUR LEFT, SEVERAL FLIGHTS OF STAIRS LEAD UP TO THÉODEN'S THRONE ROOM. THE ARCHER SHOULD LAY DOWN FIRE, WHILE THE WARRIOR ENGAGES IN MELEE COMBAT ON THE NEAREST TARGETS. CLEAR THE STEPS BEFORE YOU MOVE ON TO THE NEXT OBJECTIVE SO YOU DON'T ADD MORE ENEMIES TO THE MIX.

OBJECTIVE 6: kill the officers



WARRIOR

The battle in Théoden's throne room is tight quarters; therefore, the Warrior's talents are best suited for the objective. Slice through the Orcs at the front of the chamber. You want to engage a handful of them to build up power for your special abilities. The Orc Grunts won't stand up long to your attacks, but there are many of them and they can't be treated lightly. Watch for the yellow arrows over the heads of the Orc Officers. When you get close to one of them, it's time to switch tactics.



Unless you need to brush back an Orc or two, save your special abilities for the Officers. Cut down any Grunt Orcs in the area and try to attack an Officer when its back is turned or it's otherwise engaged with your allies.

A well-placed Flame of Fury goes a long way to cutting one down, and Fire Strike will keep the Officer off balance for future attacks. When you have one on the ropes, continue pummeling it with whatever special ability is available and try to string together combos to slay the Officer before it can counterattack.



caution



Whatever your battle plan, don't allow two or more Officers to gang up on you. They hit hard, and if you fall prey to a combination of blows that stuns you or knocks you to the ground, you may never recover.

After the throne room has been cleared of the Orc Grunts, or the ones who may interfere with you, launch a sneak attack on whichever Officer isn't aware of your presence. Go for the kill should the opportunity arise. If you can't get quite close enough to land a series of blows, draw one of the Officers toward you with the Throwing Axe. Dodge any incoming attacks first, then retaliate with your special ability of choice. With the first Officer dead at your feet, survey the chamber for the remaining Orcs and formulate your next battle plan until all Officers lay silent.



ARCHER

You are up for a steep challenge on this objective as the Archer. You must be very aware of your battle surroundings, else Orcs will pile on you and your limited melee skills will not save you. You also must have an accurate and quick trigger finger to nock enough arrows to down the many Orcs in the chamber. With some patience and skill, though, you can handle the situation. Because there are large enemy groups in here, start at the doorway and work your way slowly in by slaying Orcs one by



one in front of you. Remove as many of the Orc Grunts as you can before attempting the Officers. One benefit for the Archer is that you may be able to fire several arrows before an Officer can reach you. If you have room to back peddle, you should drop each Officer without taking a lick of damage.

COOPERATIVE PLAY

WARRIOR AND ARCHER

It's the Warrior and Archer tag team again. Send the Warrior into the midst of the first Orc group, while the Archer provides support fire. Coordinate attacks to drop foes faster. Stay near the doorway until the Orc Grunts are eliminated, then advance on the Officers. The Archer should draw the Officer closer, dealing as much damage as possible, and the Warrior finishes off the Orc with a special attack. Repeat for each Officer until the throne room is secure.

Objective 7: retake the Deeping wall

ARAGORN

When you complete the objective to kill the Orc Officers, you gain the chance to play your first Hero, Aragorn. You almost always want to play Heroes: They are more durable and have stronger abilities than their normal counterparts. You're definitely in great hands with Aragorn.



DESCRIPTION

The greatest warrior in the game, Aragorn slices through foes with his magical sword, Andúril, and withstands blow after blow to continue the fight. Dunharrow Dash shoulders foes out of the way and works wonders against overrun situations. Andúril's Spirit will ruin an opponent if you time it to strike the foe. Your most powerful ability, Wave of Undeath, sprays an area-effect blast that annihilates anything in its path. Aragorn can lead any charge, and there's no better Hero for wading into the thick of things to slaughter Sauron's minions.

tip

Aragorn has a hidden special ability: Press and hold Heavy Attack for 5 seconds, then while still holding it press Light Attack. The ability has a lengthy beginning, but if you complete it, you gain the power of the undead for 30 seconds!

WEAPONS

- ANDÚRIL
- THROWING AXE

SPECIAL ABILITIES

- DUNHARROW DASH
- ANDÚRIL'S SPIRIT
- WAVE OF UNDEAD





Exit the throne room and head back down to the Deeping Wall where you started. Orcs have flooded the courtyards and passageways, so be on guard. Practice your



multiple abilities as Aragorn. Sure, Andúril alone will destroy any of the Orcs; in groups, however, you'll need to tap into some of those other abilities.



Wave of Undeath wipes out any of the Orc Grunts

caught in its wake. On your descent to the two capture areas on the Deeping Wall, wash aside large enemy groups with the Wave. Dunharrow Dash is also excellent, as you can smash Orcs off the wall with a mighty charge. Remember your tactics as a Warrior and apply them to the remaining Orcs on the wall.

The Orcs have erected a wooden barrier in front of each capture area. Any of your special abilities will break down the barrier quickly, or you can hack at it four or five times with normal swings to cut it apart. When the barrier collapses, make sure the Orcs on the other side don't pile on you. Rush into the first capture area and slay any Orc that challenges you for control.



After the first capture area falls back under control of the Helm's Deep guards, advance down the stairs and past the newly formed breach in the Deeping Wall. Orcs tend to flock to this area through the breach, so you may have some swordfighting ahead. It's a good place to slay single Orcs and regenerate health if you need to recover strength.



Follow the same general plan of attack on the second platform. You probably won't have to deal with the second barrier if you come up from the stairs. Cut through the Orcs with Aragorn, and hold the second capture area long enough to claim it and the penultimate objective.



WARRIOR AND ARCHER

Whether Warrior or Archer, you'll be inferior to Aragorn, so only choose one of these classes if Aragorn falls in battle. The Warrior should follow the same tactics as Aragorn, except it may take a bit longer. The Archer should slay all the Orcs from long range, using zoom to home in on targets if they're far out on the battlement. To remove the barriers, the Warrior's fire attacks and the archer's Fire Arrow consume the wood in seconds.



COOPERATIVE PLAY



ARAGORN AND ARCHER

ARAGORN LEADS THE CHARGE IN THIS TEAM-UP. AS THE ARCHER WOULD WITH A NORMAL WARRIOR, HE SHOULD SUPPORT ARAGORN WITH EXTRA DAMAGE AND A CRITICAL HIT ON ANY ORC TRYING TO AMBUSH THE HERO. THE ARCHER SHOULD IGNITE THE BARRIERS WITH HIS FIRE ARROW, AND ARAGORN WILL TAKE CARE OF THE REST IN MELEE COMBAT. IF YOU WANT TO A CREATIVE MANEUVER, THE ARCHER CAN HEAD DOWN TO THE DEERING WALL VIA THE REGULAR PATH WHILE ARAGORN GOES OUT THE MAIN GATE AND CLIMBS ONE OF THE OUTER WALL LADDERS. WHILE THE ARCHER RAINS ARROWS DOWN ON THE ENEMY AND DESTROYS THE BARRIERS WITH FIERY ATTACKS, ARAGORN SURPRISES THE ORCS AND CUTS THEM DOWN FROM BEHIND.

OBJECTIVE 8: defend the Breach



ARAGORN

The final challenge will test your mettle against a swarm of opponents. Orcs will continuously assault the breach, and you must repel them for one minute and 30 seconds. Charge out to the gap in the crumbling stone and start your defense there. The fog will still be thick, as it was before when you fought the torchbearers here. Keep a sharp eye out for the incoming Orcs and shift your defensive posture in the direction of the greatest threat. You can battle out to the capture area ring to fell opponents. Just don't wander too far away from the outer circle; it is what you are defending, after all.





Should Aragorn become endangered, switch to a special ability immediately. Dunharrow Dash will save you the best. It breaks any Orc swarm currently on you and punishes any unfortunate spawn in your frenzied path. As soon as you're free, gather your wits and survey the surroundings to better position yourself for the next assault.



Continue repelling Orcs from the circle until the time limit expires. If you get low on health, retreat to a safer area and attack single Orc targets until you build back your stamina. Watch for the overrun warning and, if it flashes, charge into the midst of the nearest Orc group inside the defensive area and eliminate Orc bodies as quickly as possible. After a minute and a half, Helm's Deep is yours once again.

WARRIOR AND ARCHER



By this point you should be well versed in either the Warrior or the Archer. Of course, you want to use Aragorn, but if you can't, go with whichever you feel most confident. The Warrior will probably have a little easier time surviving when it comes to the Orc swarms. The Archer can wipe out Orc targets before they penetrate the defenses.

COOPERATIVE PLAY

ARAGORN AND ARCHER

ARAGORN CAN DEFEND THE BREACH ALL BY HIS LONESOME; HOWEVER, AN EXTRA PAIR OF HANDS NEVER HURTS. LET ARAGORN DO THE HEAVY LIFTING, DISRUPTING LARGE ENEMY GROUPS, WHILE THE ARCHER DROPS THREATS AT RANGE AND PICKS OFF CLOSER TARGETS THAT TRY TO GANG UP ON THE HERO. IF YOU'VE PARTNERED TO THIS POINT, THE WARRIOR AND ARCHER COMBINATION SHOULD ALMOST BE SECOND NATURE. A minute and a half of Orc squishing and the fortress returns to the rightful hands.



❖ Ísengard



LEGEND

- | | | | |
|---------------|---------------|----------------|--------------|
| ❖ Start | ❖ Objective 4 | ❖ Objective 8 | ❖ Saruman |
| ❖ Objective 1 | ❖ Objective 5 | ❖ Objective 9 | ❖ Wormtongue |
| ❖ Objective 2 | ❖ Objective 6 | ❖ Objective 10 | ❖ Ents |
| ❖ Objective 3 | ❖ Objective 7 | | |

OBJECTIVE 1: capture the entrance to the pits



MAGE

For Helm's Deep, you battled Orcs with Warrior and Archer. In Isengard, you gain the services of the Mage, arguably the most powerful class. His Fire Wall, Shockwave, and Lightning all have the potential to deal area-effect damage, which is exceptional at clearing enemy groups. Despite the Mage's low health and weak armor, one of his special abilities is to Heal. Recovering health, and healing your teammates also, should not be underrated. In many fights where the Mage looks like he's on his last legs, the Heal ability can reverse the circumstances and win the day.



From the starting point, your first objective, the entrance to the pits, lies directly ahead. As the Mage, you can run ahead of your allies toward the circle, with one word of caution: Beware the fire pits that erupt around the battlefield. One fire pit blazes up in front of you on the right side, so be sure you steer left of this pit or you'll die before you even see your first Orc.



With the capture area in sight, it's time to let loose your magic. You're fully stocked on energy, so all your abilities are primed. Lob a fireball into the thickest clump of enemies. It takes practice, but if you judge the distance correctly, you can land it directly on top

of several Orc Grunts and burn them down immediately. If you miss, you want to come up short; this forces the Orcs to attack through the flames and take damage (Grunts still may die in the attempt). As the Fire Wall burns, charge through it and trigger your Shockwave near the closest Orcs. The blast will either slay them or repel them, giving you the room to set up your next attack sequence.



Your goal is to seize the entrance to the pits. The best way to do this is to drop Fire Wall after Fire Wall in the middle of the capture area circle. Most Orc enemies will perish in seconds under this heat, and you can walk into to claim the flag. If a particularly stubborn

enemy holds the area, circle around the flag and barrage the Orc with a Lightning blast or two.

Even though you may stand uncontested in the capture area, Orc reinforcements are on their way. Look straight at the pits with your back to the starting point and note the two slopes. The one on the left descends to the pits and the other objectives. The one on the right ascends to a short hill where more Orc enemies spawn to retake the capture area. Throw a Fire Wall up between the right hill and the edge of the capture area circle. Ready your Lightning for any enemy that may slip through your flame barrier



and wait the few seconds to finally win the entrance and complete your first objective.



ARCHER



As a second choice, the Archer provides enough firepower to get the job done. You have plenty of room to maneuver and you can snipe Orcs at your leisure, so long as you remember to avoid the fire pits and the incoming missiles from Sauron's machines of war. When you spot large enemy groups, switch to the Fire Arrow for maximum damage. After dozens of arrows have hit your targets, the objective will be yours.

WARRIOR



You are still more than a match for the Orcs around the pit entrance as the Warrior. However, you need to be in close to deal damage, which means you can receive damage in return. You might wind up with some dings in your armor when you plow into the capture area. With a little work, though, you can clear the area and hold the entrance to complete the first objective.

SCOUT



You can't Cloak your way through this objective. Break out the daggers and Satchel Bomb to remove the Orc defenders, and be very careful not to get surrounded or you could go down very quickly. It's possible to Cloak and Backstab a few stray Orcs; however, you don't want to do this in a pack or you might get sliced from behind yourself. With some nimble footwork and help from your allies, the Scout can capture the first objective.

COOPERATIVE PLAY

MAGE AND WARRIOR

With the Warrior as a bodyguard, the Mage can wield magic freely and tear apart the Orcs in no time. Thin the Orcs in and around the capture area with Fire Walls and Lightning. Once all the groups have been splintered, the Warrior can hack apart lone Orcs as the Mage flips the capture area. You could easily go Mage and Archer on this one, too.

tip

The Mage makes a great team player. He can support his partner with heavy area-effect damaging attacks, and his Heal ability can rejuvenate health when the fight seems lost.

OBJECTIVE 2: kill the uruk-hai captain



MAGE

For the second objective, descend the left path that takes you into the bowels of Isengard. Here you'll meet up with your first Captain foe. A Captain can withstand a lot more damage, has special abilities, and increases the effectiveness of all allies around it. You also should avoid its melee attacks; they're vicious.

note

You can recognize Captains by the standards they carry. When you see a red flag waving above an enemy, you know it's a much tougher foe than average.





At the top of the wooden ramp, lob a fireball down to the base where wood meets stone. The Captain, an Orc Mage, and several Grunts mill about the plateau below. Placing the Fire Wall at the base will inflict damage on any advancing enemies. Follow up with Lightning from a distance, then reignite the Fire Wall on top of the Orc Captain when it's available again.



As if the Captain isn't enough to deal with, you also have an Orc Mage in the area. The Orc Mage has the same abilities you do. If you see the Orc Mage ready to cast a spell, throw up your Shield to protect yourself and your descending allies. It's sometimes helpful to

zap the Orc Mage first, because it will go down much faster than the Captain if you can time a fireball to pass through its frequent Shield attempts.



Continue dropping Fire Walls on the Captain and retreating back up the ramp if any Orc threatens you. Let your allies melee with the Captain; you want no part of that. If the Captain closes, release Shockwave to throw him backward (and hopefully over the ledge). Finish

him off with Lightning if he escapes the fire.



ARCHER

If you choose the Archer, your goal is never to encounter the Captain face to face. Pound the Captain with arrows from a distance up the ramp, and switch to the Fire Arrow to brush it back if the Captain suddenly charges you. Your big challenge will be the Orc Mage's Shield. If that goes up, you can't fire through it. Wait for the Captain to approach and leave the protective confines, then nail it with a headshot or two. Otherwise, wait for the Orc Mage to drop the Shield and then concentrate fire on the spellcaster until it's no longer a problem.



WARRIOR

With the Warrior, you have to go toe to toe with the Captain. Unless you have mastered the Warrior's maneuvers by now, it will be a difficult fight. Work with your allies to swarm the Orc Captain if you can, and keep an eye out for the Orc Mage. You don't want a Fire Wall popping up around you and killing you in seconds, so the Orc Mage may have to go first, depending on positioning. Special attacks should be used only on the Captain or Orc Mage. Pour on the combos if you can to put the Captain in a loop of damage and stunning effects. Of course, knocking the Captain over the edge can also seal its fate.



SCOUT

The Orc Captain is not going to let you slip behind him, and he hits hard if you enter his melee range. It's best to throw Satchel Bombs from behind your allies and engage the Captain directly only at full energy. Go kill some weaker Orcs if you need the energy, then take out the big guy with a powerful Foe Hammer or Blasting Powder.

COOPERATIVE PLAY

MAGE AND WARRIOR

With the Mage slinging fireballs and lightning, and healing the Warrior whenever he needs it, this partnership has the best chance of success. The Archer may have trouble getting to an Orc Mage with its shield up, but the Warrior has no such trouble; he simply charges straight for a Mage who has its shield up and slices it into bits. The two together can inflict a healthy heaping of damage on the Captain, who won't stay around long.

Objective 3: Destroy the fire machine



MAGE

There's a wooden ramp leading deeper into the pit from the Captain's plateau. You want to descend this ramp, but only after you allow some of your allies to descend before you. There will be stiff resistance below; it's better if some of your allied Warriors engage the Orcs before you get close. Protect them with a Shield if you spot Orc Mages or Orc Archers.



At the base, lend your support as best you can. A Shockwave can break an enemy foothold, especially one that bottles up the base of the ramp. Continue dropping Fire Walls into the heart of

the enemy's defenses. Once you're in range of the Fire Machine bridge, throw up a Fire Wall at the exit point as often as possible to prevent enemy reinforcements from joining the fray.



Once enemies are cleared at the base of the first ramp, push out and assault the Fire Machine bridge. Orc Mages will be the biggest threat; toss a fireball at them or hammer them with Lightning. On the bridge, heave fireballs down to the far end to create a Fire Wall corridor that will kill most Orcs that enter it and seriously wound the rest. Inch your way down the bridge until you get within range of the Fire Machine



(the wooden post in the middle of the circular deck) and then throw fireballs at the machine until you burn it down.



Alternatively, you can rush the Fire Machine deck at a run. Forget about the Orc opposition and sprint around the Fire Machine in a tight circle. As soon as your Fire Wall is available, toss it onto the Fire Machine, then continue running until the Fire Wall comes up again.



You will probably take some damage, so Heal as you run to stay near full health. Three fireball hits should destroy the Fire Machine.



One last method of attack is with the bridge ballista. It's located on the opposite end from the Fire Machine (on the plateau with the ramp that leads up to the Captain's plateau). You can grab this and blast away at the Fire Machine until it explodes. If enemy Orcs approach along the bridge, turn the ballista on them instead.

WARRIOR



If you don't go with the Mage, you'll want the Warrior. With so many Orc Mages running around, it's difficult for the Archer to maintain consistent damage, while the Warrior has no problem cutting

through the Orc Mages. Battle through the Orcs before the bridge and set up your attack on the Fire Machine. You can either seize the ballista and nuke the Fire Machine with its artillery shots, or you can light your Sword on fire and torch the Fire Machine from close range.



ARCHER

Be patient with the Archer. You'll have to eliminate Orc Mages whenever you have a shot through their Shields. Wipe out all the Orcs up to the bridge so you have a clear shot at the machine. Each time the Fire Arrow is ready,

launch one into the Fire Machine. If you control the near side of the bridge and hit the Fire Machine from long range, you'll do fine.



SCOUT

Cloak and slide through the Orc defenders that guard the short bridge to the Fire Machine. You don't want to risk fighting here unless you have to battle for your life. Heave a Satchel Bomb at the Fire Machine when you get in

range, Cloak to hide from the surprised defenders, and repeat until the machine crumbles into ruin.

COOPERATIVE PLAY

MAGE AND WARRIOR

BOTH THE MAGE AND THE WARRIOR CAN DEAL WITH THE ORC MAGES GUARDING THE FIRE MACHINE, SO THEY MAKE THE BEST PAIR FOR THIS OBJECTIVE. MUCH LIKE THE SOLO STRATEGIES, CONTROL THE NEAR SIDE OF THE BRIDGE, GRAB THE BALLISTA FOR EXTRA DAMAGE, OR STEADILY ADVANCE ON THE BRIDGE UNTIL YOU CAN REACH THE FIRE MACHINE WITH YOUR DAMAGE. WITH TWO HITTING THE MACHINE, YOU SHOULD END THE FIRE MACHINE'S THREAT QUICKLY.



Objective 4: kill wormtongue



ARCHER

You definitely want to switch to the Archer to take on your first major villain, Wormtongue. Against the Mage and the Warrior, Wormtongue's Cloak ability and one-shot kills are a big problem. Fortunately, the Archer can help to nullify Wormtongue's advantages.

Wormtongue's Cloak ability is his main weapon. He can disappear from sight and sneak up on you if you don't track his every move, which will be difficult with all the Orc movement. When he draws in close, Wormtongue will either backstab for vicious damage or lob a Satchel Bomb on top of you for a one-shot kill. You need to identify his location, keep your distance, and land damage from afar.



To track down Wormtongue, exit the Fire Machine platform and cross the stone bridge leading to the alcove with the waterfall pouring forth from the cliff face. Use your zoom to lock on Wormtongue and keep him in your sights. If you think you have a shot, take it, but don't go too far past the stone bridge. Wormtongue will sneak past your allies and stalk you.

caution

In your battle with the Orcs and Wormtongue, watch your step. The stone bridge is very narrow and, in your effort to escape enemy damage, you may stumble over the edge if you're not careful.



When you have a clear line of sight to Wormtongue, unload several regular shots on him. You can begin with the Poison Arrow to slow him down, but hold the Fire Arrow. Deal as much damage as you can until he gets close and then strike him with the Fire Arrow to knock him down before he throws his Satchel Bomb. Retreat to a safe distance and then repeat your barrage until he finally dies.

MAGE

The Mage's attack plan is the same as the Archer's, except you don't have the luxury of the Archer's zoom to spot Wormtongue and your knockback attack (Shockwave) can only be used in close combat. Approach Wormtongue's lair along the stone bridge and lob as many Fire Walls on him as you can. Follow up the fire with Lightning. Back up on the stone bridge and lure Wormtongue to cross through a Fire Wall and into yet another Lightning blast. Hopefully you finish him off before Wormtongue closes in for the kill.





SCOUT

It's Scout vs. Scout in this tussle. Cloak and cross the stone bridge with your allies. Circle around for Wormtongue and see if you can spot him before he spots you. Land a blow first and keep him on the defensive so he can't

counterattack with moves that you hold near and dear to your own heart. Strike him squarely with a Satchel Bomb and a special attack or two and the objective is yours.

WARRIOR



Even more dangerous is the Warrior against Wormtongue. The villain can take a lot of damage,



so it's unlikely that your special abilities, even after a long combination of blows, will slay him quickly. Wormtongue, however, can kill you with a single blow. You will have to be on the move constantly to avoid his attacks and outmaneuver him. If you can land a lot of side and rear attacks, you can defeat him.

COOPERATIVE PLAY

ARCHER AND MAGE

AGAINST WORMTONGUE, you want to stay away as long as possible; naturally, both long-range attackers will work best. Cross the stone bridge and get things started with the Mage's fireball lob on top of Wormtongue. The Mage and Archer should alternate special attacks to keep Wormtongue busy. For example, while the Archer strikes him with a Fire Arrow, the Mage readies Fire Wall, or after a Poison Arrow, hit him with a Lightning Bolt. Pour on the damage until he drops, and remember to retreat back along the stone bridge if melee combat threatens.



OBJECTIVE 5: acquire the key



ARCHER

To gain the key, simply ascend the ramp near Wormtongue's den and win it at the top of the next plateau. You will meet Orc resistance on the ramp. Blast away with Poison Arrow and Fire Arrow to clear the way. Let your allies charge up ahead of you until they gain the rise.





At the top, support your allies with more arrows. Continue punching holes in Orcs until your allies secure the plateau. The key sits in the middle of the clearing, and it may be difficult to spot with all the dead bodies piled up.



MAGE, WARRIOR, AND SCOUT



Whether you use the Mage, Warrior, or Scout, it shouldn't matter too much. It's a short climb up the ramp by Wormtongue's den, and then you need to clear the plateau above. Fire is your friend, as the Mage's Fire Wall can burn multiple Orcs if you can get into a good position up top, or the Warrior's fiery Sword can blaze through foes. The Scout's Satchel Bombs function similarly. When the main Orc group has been broken, you can grab the key and continue on.

COOPERATIVE PLAY

MAGE AND ARCHER

TEAM UP BOTH RANGED ATTACKERS TO PICK OFF ORCS ON THE WAY TO THE KEY. DON'T CREST THE SUMMIT UNTIL AFTER YOUR ALLIES POUR INTO THE CLEARING. YOU WANT TO SUPPORT THEM AND CONCENTRATE YOUR FIRE ON ANY ORCS ADVANCING ON YOUR POSITION. PICK UP THE KEY WHEN THE DUST SETTLES.

OBJECTIVE 6: take the key to treebeard and take control of a dormant ent



ARCHER

For your next objective to meet the most famous of the ents, Treebeard, you must climb another ramp and battle a few more Orcs. Again, it's a short journey that shouldn't prove too problematic if you stay patient and adhere to your strengths. As the Archer, advance up the ramp and target the nearest Orcs as you climb. Use Fire Arrow to brush back any that get too close to you.





When you near Treebeard, you complete the key objective, and then you interact with one of the nearby dormant Ents to take control of them and complete the next objective.



At the top of the ramp, you can see Treebeard a short distance ahead. You can either play it safe and pick off any Orcs in the battlefield in front of you, or make a dash to deliver the key to Treebeard's feet.

MAGE, WARRIOR, AND SCOUT



As with the Archer, battle up the ramp by the key and then out onto the clearing above. Work your way to Treebeard to give him the key, then turn in your Staff, Sword, or Daggers for the power of mighty Ent tree branches.

COOPERATIVE PLAY

MAGE AND ARCHER

SPILLS AND ARROWS WILL FLY AS YOU ASCEND THE RAMP. ORCS WILL DIE ON YOUR CLIMB. WHEN YOU REACH TREEBEARD'S AREA, YOU CAN SPEND A MINUTE OR TWO DISPATCHING THE ORCS IN THE VICINITY. AFTER THAT, THE PARTNER WITH THE KEY HANDS IT OVER TO TREEBEARD, AND THEN YOU BOTH SHOULD INTERACT WITH NEARBY ENTS TO GAIN THE AWESOME POWER OF THE FOREST.



DESCRIPTION

THE MIGHTY TREES OF FAINGORN FOREST HAVE COME TO THE AID OF THE FREE PEOPLES AGAINST SARUMAN AND ISENGARD'S DESTRUCTIVE PRACTICES. CONTROL ONE OF THESE GIANTS AND YOU TOWER ABOVE THE BATTLEFIELD. YOU CAN BASH SMALLER FOES OUT OF YOUR WAY WITH MASSIVE FOREARM TREE LIMBS OR GRAB THEM FOR ONE-SHOT KILLS. COMBINE BOTH UPPER LIMBS FOR A POWERFUL SMASH THAT CAN TOPPLE WATCHTOWERS.

WEAPONS

- FLAILING TREE TRUNKS
- STOMPING ROOTS

SPECIAL ABILITY

- RAMPAGING ANGER

ENT



OBJECTIVE 7: Destroy the watchtowers



ENT

In the body of a giant Ents, you can wreak destruction on the little Orcs and their fragile watchtowers. Swing your mighty Ent limbs back and forth to knock aside Orc attackers, or smash down hard if you wish to eradicate one. You also can grab the Orcs and throw them if they start to get annoying.



March toward the nearest watchtower, and don't let

the meandering Orcs become too much of a distraction. It will take them a while to hack you down, and it's more important that you reach the watchtowers and pound them into the ground. Four or five heavy hits from the Ent will topple each tower. The lowly Orcs guarding the pair of towers are no match for the brutal power of the Ents.

MAGE

If for whatever reason you don't want to step into an Ent body, choose the Mage. Your fireballs will burn the towers down faster than another other class attack, and you won't even need to get your hands dirty in melee.



Avoid the Orc attacks as you hurl fireball after fireball. Shockwave slays or stuns any Orcs that approach too close.

ARCHER AND WARRIOR



There really isn't a reason to take the Archer or Warrior here. They will both take a little more work to down the towers, whether it's by Fire Arrow with the Archer or fire Sword with the Warrior at point-blank range.

COOPERATIVE PLAY

ENT AND MAGE



Let the Ent do its thing. If the Ent gets low on health, the Mage can heal both players, all the while arcing fireballs into the watchtowers as well. Where the brute force of two Ents can destroy the towers quickly, the team of Ent and Mage adds a bit of finesse to fight.

OBJECTIVE 8: capture the doors of orthanc



ENT

Continue on after the watchtowers to the base of the Tower of Orthanc. There you'll see a capture area near the open door. If you've done your job in front of the watchtowers, there won't be many Orcs wandering around the area. Lumber in with your Ent and swat aside any Orcs foolish enough to stand in your way.



Control the capture area with your Ent. Stand in the middle to start the flag timer and attack any enemies that approach so they won't disrupt your capture attempt. Your allies will help, and you'll soon surround the area.

MAGE, ARCHER, AND WARRIOR



Again, there is no need for any of your normal classes here; the Ent can tear through defenses better. However, if you go with a regular character, rely on their strengths. The Mage should carpet the capture area with fire. The Archer picks off targets from long range. The Warrior wades

into the thick of things with his Sword blazing.

COOPERATIVE PLAY

ENT AND MAGE



THE ENT DOESN'T REALLY NEED ANY HELP TO SECURE THE AREA IN FRONT OF THE TOWER OF ORTHANC. THE MAGE WILL JUST ADD FIRE DAMAGE AS THE ENT RIPS APART ANY FOES THAT GUARD THE CAPTURE AREA. A TIMELY HEAL FROM THE MAGE CAN ENSURE THE FIGHT ENDS IN TRIUMPH.

GANDALF

DESCRIPTION

MIDDLE-EARTH'S GREATEST WIZARD, GANDALF, MATCHES UP WELL AGAINST ANY OF SAURON'S FOES. YOU SHALL NOT PASS! DESTROYS ENEMIES NEXT TO HIM, WHILE LIGHTNING AND CLEANSING FIRE BURNS THEM AT RANGE. IN CLOSE COMBAT, GANDALF CUTS THROUGH FOES BETTER THAN YOU'D EXPECT WITH HIS TRUSTY GLAMDRING IN HAND. ALL THIS POWER COMES IN A FRAME THAT CAN HANDLE LOTS OF DAMAGE, AND EVEN IF THE FORCES OF EVIL MANAGE TO HURT HIM, GANDALF IS ONLY ONE HEALING WISDOM AWAY FROM RETURNING TO FULL HEALTH.

WEAPONS

- GLAMDRING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE

Objective 9: kill saruman



GANDALF

One last challenge remains: Slay Saruman. First, though, you have one of Saruman's Captains guarding the lower level of the Tower. The Captain stands just inside the first-level door on the far side of the room. Cast a fireball at him, then retreat down the stairs to avoid the counterattack. Charge up and, when the Captain comes into view, blast it with a Lightning bolt. If you knock it to the ground, run up to the Orc and hit it with You Shall Not Pass! One last Lightning blast or Cleansing Fire should finish the Captain for good.



Now climb the stairs to Orthanc's topmost tier. Watch the cutscene carefully when you reach Saruman's chamber. The evil wizard sets up for a sneak attack on the doorway. You must react very quickly to get off a shot and not be caught by a massive assault from Saruman. Step into the doorway, lob your fireball at Saruman's head, and then sidestep back to safety.



You can continue this attack-and-retreat maneuver, or you can quickly duck into the room and battle it out with Saruman spell for spell.



Dodge his fire and counter with quick Lightning strikes to keep him off balance. You Shall Not Pass! will damage him and give you a few seconds to set up a follow-up attack.

A few Cleansing Fires will turn the dark wizard into ash, and you'll have conquered the Isengard level.

WARRIOR, MAGE, AND ARCHER



If Gandalf perishes battling Saruman, you can still survive with your regular classes. The Warrior may be the best of the bunch. Charge into the room and throw a shoulder into Saruman. Keep him reeling long enough to set up your sword combos and strike him down with your fiery attacks. If you're the Mage, you have to pretend you're Gandalf and hang in the fight longer to deal enough damage to win. The Archer has a real challenge; nail Saruman with enough critical hits to kill him before his spells catch up with you.

COOPERATIVE PLAY

GANDALF AND MAGE

With the healing from both Gandalf and a Mage, Saruman doesn't have a chance. Gandalf follows the same game plan as his solo foray, and the Mage simply hangs back and heals whenever it's ready. As the Mage, stay out of the fight; Saruman can toast you with a single strike.

❖ reclaiming the mines of moria



LEGEND

- S Start
- 1 Objective 1
- 2 Objective 2
- 3 Objective 3
- 4 Objective 4
- 5 Objective 5
- 6 Objective 6
- G Gandalf
- D Gimli
- B Balrog



❖ reclaiming the mines of moria

War of the Ring

OBJECTIVE 1: rally with gimli at Balin's tomb



SCOUT

The Mines of Moria breed despair like a shadow over your heart. Fortunately, though, the gloomy underground setting provides ample shadows for the Scout to work his stealthy skills. Where the Warrior could power his way through, the Scout will have a much easier time slipping out of invisibility for quick Backstab or a kick to the throat. If you choose not to surprise more than a few Orcs, you can opt to slip across to Balin's Tomb without ever being seen.



Save your energy for swarm situations and trigger your Blasting Powder to brush the enemy back, or even use Foe Hewer with some quick movements to slice through nearby Orcs.



If the Scout gets surrounded, which is likely in this fight with so many alcoves and so many Orcs seemingly swarming from every corner, he can rely on his crowdbreaker abilities to gain some breathing room.

drop three or four enemies in one clean sweep, as can Fire Wall and Shockwave. The only downside of using Mage here? You can become trapped against a pillar or the mass of enemy bodies, and should the combos start flying against you, the Mage can fall before his Heal ability saves him.

WARRIOR AND ARCHER



There's nothing wrong with taking the Warrior or Archer for this first objective; it really comes down to personal fighting preference. It's a little more difficult to cut through so many Orcs with the Warrior than the Scout or Mage, mostly because the Scout's

evasion and the Mage's area-effect spells can handle more enemies quickly. The Archer can steadily approach the Tomb with solid sharpshooting skills, but with no natural healing and little crowd-control, you don't have the same margin for error as the others.



As you battle across the chamber, Balin's Tomb is off to your far right. Once it is in sight, you can make a sprint for the open door rather than draw blades with each Orc you see. At full energy, it's even easier: Slip into the shadows and reappear at the next objective.

MAGE

The Mage excels at crowd control and area-effect attacks. On this first objective, the Orc groups are large and the Mage has lots of opportunity to show his skills. Fully charged Lightning can



COOPERATIVE PLAY

MAGE AND SCOUT

BOTH MAGE AND SCOUT ARE EQUIPPED TO REACH BALIN'S TOMB THEMSELVES; TOGETHER, THEY HELP EACH OTHER GREATLY INSIDE MORIA. THE MAGE CAN CLEAR THE PATH, AND THE SCOUT CAN BACKSTAB ANY ENEMY TRYING TO SPEAK UP ON THE MAGE. IT'S AN EFFECTIVE PARTNERSHIP TO SLICE THROUGH THE ORC RESISTANCE AND REACH GIMLI AND CREW RELATIVELY UNSCATHED.

OBJECTIVE 2: DEFEND BALIN'S TOMB



GIMLI

After you battle through the Orcs to reach the inside of Balin's Tomb, Gimli joins your side. You never want to pass up the chance to play with a true Hero, so take control before the enemy knocks down the tomb doors. You must hold Balin's Tomb for one minute and 30 seconds. It won't be easy. The Orcs swarm in the front door with a Troll intact, and the cramped quarters make maneuvering difficult. Halfway through the fight, the side wall will burst open, and more Orcs and another Troll add to the assault.



Gimli can handle the challenge, though. A few Orcs will pour forth ahead of the large Troll; take them out first. Standard light and medium attacks will stop them in their tracks and build up your energy meter to full. If you start feeling claustrophobic, use your Medium Attack to back the enemies away.

GIMLI

WEAPONS

- BATTLE AXE
- SACHEL BOMB

SPECIAL ABILITIES

- DWARVEN RUN
- BALIN'S REVENGE
- LONGBEARD POUND

DESCRIPTION

YOU NEVER WANT TO MESS WITH AN ANGRY DWARF, ESPECIALLY A WELL-ARMED, EXPERT COMBATANT LIKE GIMLI. SHORT IN SIZE, BUT STOUT IN STRENGTH, GIMLI MOVES QUICKLY WITH DWARVEN RUN AND CHALLENGES ANY ENEMY'S MELEE DEFENSES WITH BALIN'S REVENGE. NOT TO BE OUTDONE BY HIS FELLOWSHIP PALS ARAGORN AND LEGOLAS, GIMLI CAN OVERTIGHT DESTROY AN ENEMY IN COMBAT WITH THE BRUTAL LONGBEARD POUND. HE'S ALSO BEEN KNOWN TO SINGLE-HANDEDLY TAKE OUT TROLLS.

tip

Gimli's energy-charged Longbeard Pound cannot be interrupted by enemy attack and is the most damaging single-hit attack in the game. Also, he is the only Warrior with Satchel Bombs.



Whenever you get in serious trouble, power up for a Dwarven Run to escape a crowd or dish out damage with a Balin's Revenge sweeping energy attack. You can also forgo direct hand-to-hand combat. Circle around the tomb and launch Satchel Bombs into the Orc crowds or at the Troll's feet.

❖ reclaiming the mines of moria

War of the Ring

WARRIOR, SCOUT, AND ARCHER



Out of the three remaining classes, the Warrior can probably handle the cuts and bruises the best. His Medium Attack will buy precious seconds, and the Warrior's energy blows can kill enemies effectively. The Scout may be able to pull this off, too, although Cloak won't do much good in here and less health than the Warrior puts the Scout more at risk. The Archer should find a corner or one of the balconies and fire away from the action.



Eventually, you will have to deal with the Troll to avoid getting overrun (two, actually, as a second Troll will show up soon after the first). You have two choices to slay the Troll. You can surprise it from behind, climb up its back, and perform the randomly displayed Backstab combo to cut through the beast. It takes some maneuvering skill to get behind the Troll in close quarters, and some button quickness to hit the combo before the Troll rips you off its back. It certainly can be dangerous; one wrong step and the Troll can grab you and one-shot kill Gimli. Or, you can slowly deal damage to the creature. A fully energized Longbeard Pound crushes a wounded Troll, and two will slay it for sure.

MAGE



Should Gimli fall in less than a minute and a half, your class characters will have to save the day. The Mage, believe it or not with all this melee combat, works best. Fire Wall is the best special ability in the room. It can wipe out four or five Orcs with a single cast, and sometimes you need that killing power to reduce the number of Orcs quickly and stop an overrun. Similarly, Shockwave can repel multiple targets, particularly if you launch one in the center of the chamber next to the tomb. Of course, Heal can steal the show by keeping you alive in a tough fight and strengthening your allies' fighting to keep the numbers on your side.

COOPERATIVE PLAY

Gimli and Mage



What Gimli needs is to be assured of lasting a little longer in this tough fight, and that's exactly what the Mage offers. Even without the Mage's awesome Fire Wall and Shockwave, his Healing can continue to keep Gimli and other allies around longer to survive the onslaught.

OBJECTIVE 3: lock the troll prison



MAGE

Winning the battle at Balin's Tomb is just the first step of many tough battles to escape the Mines of Moria. You should leave through the hole in the wall, courtesy of our second Troll friend, to proceed deeper into the bowels of the underground chambers.



Deal with the Orcs on the steps leading down to the Troll Prison. Let your allies press forward, while you stand atop and rain down Fire Walls and Lightning. On the first landing, a palisade blocks the way. Ignite it if combat continues, or wait till the Orcs have perished and bash it in.



caution

Watch your step in the mines, especially when back-peddling. The paths are not wide, and a single misstep will drop you to your doom. Better to take several hits in combat than tumble off the brink.



So far, so good, but that's the easy part. Orc Archers have you in their sights all around the vast cavern. Without defense, you'll be ripped to shreds before you're halfway down to the prison landing. Instead, throw up your Shield and walk slowly toward the lower landing. Try to keep

as many of your allies in the bubble as possible.



Two more Trolls guard the prison gate. The first will lumber toward you as soon as you reach the landing. Stand between the stone of the large support column holding up the ramp. This provides protection from the Orc arrows and allows you to drop your Shield and power up your spells. Let your allies charge the Troll and distract it temporarily as you power up. Throw a Fire Wall on top of the first Troll, then heat up your Lightning. Repeat until it drops. You'll probably have to retreat up the stairs



before you deal enough damage to kill the Troll. Be careful where you step and watch out for the enemy arrow barrage.



The second Troll and some more Orcs guard the switch that controls the Troll Prison gate.



Your objective is to flip the switch. If you need more incentive, the longer you wait, the better the chance that another Troll will stride out of the prison. Don't wait. Throw a Fire Wall at the Troll to distract it, run along the left edge and pull the lever as soon as you can. Even if you take a hit or two, it's worth completing the objective.

❖ reclaiming the mines of moria

War of the Ring

SCOUT



Although the Mage has the offense and defense to deal with the objective challenges, the Scout has the guile. You can either slice through the Orcs on the upper staircase, or go into Cloak mode. Avoid the enemy arrows by using Cloak, and try to slip past the Trolls to pull the prison lever. The only problem with this plan: The Trolls take up so much space they can block the entire path and prevent you from slipping by. If you can't sneak by, you're going to have a tough time fighting through the Trolls.

ARCHER AND WARRIOR



Because of his ranged superiority, the Archer has the nod over the Warrior if you choose to play either of these two classes. You'll have to be swift moving through the arrow zone—even you can't out-sling dozens of Orc Archers—and then accurately clip the oncoming Orcs and Trolls with headshots for maximum damage. The Warrior will have to be even more patient, relying on a lot of help from allies in front of him. For both Archer and Warrior, if you spot an opening in the enemy defenses, rush for that prison lever.

COOPERATIVE PLAY

MAGE AND MAGE

THE MAGE IS SO EQUIPPED FOR THIS CHALLENGE THAT TWO ARE BETTER THAN ONE. YOU GET TWICE THE FIREPOWER, TWICE THE SHIELD, AND TWICE THE HEALING POWER IF DAMAGE SLIPS THROUGH. ONE MAGE CAN BATTLE THE TROLLS, WHILE THE OTHER CAREFULLY THROWS THE PRISON SWITCH AND COMPLETES THE OBJECTIVE.

OBJECTIVE 4: capture the BRIDGE



MAGE

From the Troll Prison, follow the stairs along the left wall and up to the bridge landing. It won't be a welcome place; there are Orcs swarming around and at least one Troll ready to pound your skull. Allow your allies to play vanguard, while you support with fireworks and healing.





arching across another wide chasm. A dozen or more Orcs hold this position. Start thinning the horde with Fire Wall after Fire Wall into the flag circle.



Once you have a foothold on the landing and you've eliminated the Troll with two or three Fire Walls, wind through the stone columns and look for the capture point on the near side of a stone bridge



Reinforcements will show up from across the bridge. Your job is to eliminate the Orcs guarding the capture area and allow your allies to push forward onto the bridge. Follow behind them and throw damage across the bridge at the incoming Orcs. If they return fire, pop up a Shield, then cover the bridge with a Fire Wall to catch any foolish enough to cross. Wait for the capture meter to fill up blue and the objective is yours.



WARRIOR



The Mage can seize the bridge from afar; the Warrior plows right in. The Orcs are in such concentration around the capture area that a Warrior can build up tremendous combos just by a series of short attacks or sweeping his Sword around. Ignite your Sword and lay into the enemy with heavier attacks for the kill.

The Mage can seize the bridge from afar; the

tip

You can quickly kill enemies by knocking them off the edges around the bridge. An attack like the Mage's Shockwave or the Warrior's Flame of Fury can throw an otherwise tough foe to their instant death.

SCOUT & ARCHER



The Scout and Archer can do the same things that the Warrior and Mage can do against the bridge Orcs, only it may take a while longer. The Scout should forgo backstabbing



for short attacks, dodges, and crowd-breaking moves. The Archer can use Fire Arrow to blow enemies off the ledge, and Multi-Arrow always lands targets.

COOPERATIVE PLAY

MAGE AND MAGE



Continuing where you left off at the Troll Prison, a pair of Mages can keep their allies alive even longer for the assault on the bridge. Multiple Fire Walls will burn the Orcs off the bridge in half the time. Double Shockwaves may fling any remaining Orcs clear off the side and claim the objective without breaking too much of a sweat.

❖ reclaiming the mines of moria

War of the Ring

OBJECTIVE 5: rally with gandalf



MAGE

Even after the Orcs lose the bridge objective, there will probably still be Orcs lingering on the far side. Back up your allies with Lightning and Fire Wall when it's available. Once you reach the stairs along the far cliff wall, you should be fine. Climb the stairs, enter the chamber above (where you started the level), and look for the corridor that leads back down into the large chamber where you battled all the Orcs leading to Balin's Tomb. Here you will find Gandalf and the final battle against the dreaded Balrog!



WARRIOR, SCOUT, AND ARCHER



There's really not much fighting to be had here, so any class can reach Gandalf without a problem. You'll probably end up using whichever class finished the bridge objective.

COOPERATIVE PLAY

MAGE AND MAGE



AS WITH SOLO PLAY, THERE REALLY AREN'T TOO MANY ORCS TO DEAL WITH ON THE SECOND HALF OF THE BRIDGE. ASSUMING YOUR MAGE AND MAGE PAIR SURVIVED THE BRIDGE OBJECTIVE INTACT, THEY'LL JUST CONTINUE ON HERE.

GANDALF

WEAPONS

- GLAMDRING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE



DESCRIPTION

MIDDLE-EARTH'S GREATEST WIZARD, GANDALF, MATCHES UP WELL AGAINST ANY OF SAURON'S MINIONS. YOU SHALL NOT PASS! DESTROYS ENEMIES NEXT TO HIM, WHILE LIGHTNING AND CLEANSING FIRE BURNS THEM AT RANGE. IN CLOSE COMBAT, GANDALF CUTS THROUGH FOES BETTER THAN YOU'D EXPECT WITH HIS TRUSTY GLAMDRING IN HAND. ALL THIS POWER COMES IN A FRAME THAT CAN HANDLE LOTS OF DAMAGE, AND EVEN IF THE FORCES OF EVIL MANAGE TO HURT HIM, GANDALF IS ONLY ONE HEALING WISDOM AWAY FROM RETURNING TO FULL HEALTH.

tip

Gandalf is better than Saruman at dealing with groups of enemies: his Cleansing Fire is very wide, and his Lightning spreads to many foes, charged or not. However, his attacks deal less damage to each target.

OBJECTIVE 6: kill the Balrog



GANDALF

Gandalf is here to deal with the Balrog, but first he has some Orc foot soldiers to get out of the way. You want to concentrate on the Balrog in a matter of moments, so the more Orcs you can clear now, the less hassle you'll have when dodging the Balrog attacks later. Use Fire Wall frequently to burn Orc groups, and Shockwave whenever you sense one on top of you.



tip

Save Gandalf's Lightning for the Balrog. It deals the most damage to the foul creature. Your other abilities can defend against the pesky Orcs.



As you enter the chamber, the Balrog stirs. Once it turns its attention to you, forget about the Orcs. Always try to keep it in sight; you don't want a flaming sword cleaving Gandalf's skull in half, and you certainly don't want to be cooked in a conflagration.



Against the Balrog, you always want to be on the move and charging your Lightning. If you stand still, the Balrog can turn you to ash in seconds. Weave between the stone columns, and use them as shields whenever it unleashes a fiery barrage. Hit it from one side with Lightning, then run to the opposite side and spark another fully charged Lightning blast into its face or torso.

❖ reclaiming the mines of moria

War of the Ring

Continue this hit-and-run Lightning assault until the Balrog crumples. You'll probably need a bit of healing to stay alive. Whenever you get low, retreat even farther in the chamber to recover health and then continue the game plan. It's going to take time to bring the monster down. If you can stay patient and keep from getting too close to the Balrog, Gandalf will survive this encounter with one of his arch foes.



WARRIOR & ARCHER



The Warrior and Archer will have a very difficult time against the Balrog. Your best bet is to serve as Gandalf's bodyguard. Keep the Orcs off of him so he can do his job. If, and only if, Gandalf has no immediate threats can you look to add a little damage on your own.

MAGE



If you can't take the best Mage in Moria, opt for the second best. The Mage follows the same attack sequence as Gandalf, except your Lightning blasts won't do as much damage. That means you'll have to exercise even more caution and patience to prevail.

COOPERATIVE PLAY

GANDALF AND MAGE



It's all about double Lightning blasts. The more Lightning you can pour into the Balrog, the faster he'll fall. The regular Mage should hang back a little to avoid dying in a single stroke. Both players should fan out and get on opposite sides of the Balrog. When it uses its fire powers, only one should be in danger and the other can counterattack. Split its attention to lessen damage, while doubling up on your own, and you will enjoy the sunlight soon, free from Moria's dark embrace.

❖ holding osgiliath



LEGEND

- | | | |
|----------------------|----------------------|----------------------|
| S Start | 3 Objective 3 | 6 Objective 6 |
| 1 Objective 1 | 4 Objective 4 | 7 Objective 7 |
| 2 Objective 2 | 5 Objective 5 | F Faramir |

OBJECTIVE 1: rally to the east bank



SCOUT, ARCHER, MAGE, AND WARRIOR

There's really not much to this first objective. Simply run forward to the battle against the Orcs. Take your pick on which class you want to perform the 100-yard dash. You don't have to worry about your cooperative play configuration either, other than choose the two classes you want to play for the Orc assault party.



OBJECTIVE 2: kill the orc assault party ◆◆◆◆◆◆◆◆◆◆**MAGE**

Orcs begin pouring over the ruined walls in the nearby courtyard. As the Mage, your area-effect spells will come in handy to take out large groups swiftly. Shockwave wrecks any Orcs attempting to tackle you, while Fire Wall burns several Orcs with each toss. Your Lightning will almost always have multiple targets at the fight's outset.



Keep to the perimeter in this battle. There are lots of bodies colliding as your allies repel the constant stream of Orc reinforcements coming over the far wall. Use Heal to stay full and patch up any allies you see with the green plus floating over their heads. When you see a good offensive opportunity, unleash Lightning or Fire Wall and keep those feet moving.



When you stop seeing Orcs climbing over the wall and see only lifeless Orc bodies on the ground, the battle might seem over, but it's only the halfway point. The Orcs have an ambush planned. Orc Archers will spray the courtyard with dozens of arrows, and anyone unprotected will be destroyed. Another great reason for playing the Mage on this objective is the Mage's Shield. You don't have to move to avoid this ambush. Throw up your Shield and listen for the allies' voices to give you the all clear.



For the second round of the Orc assault, follow the same game plan as the first. Use your area-effect attacks from a distance. You may have an Orc or two charge at you; keep a Shockwave or Lightning ready to deal with them.

SCOUT

As the Scout, you can avoid the crush of the crowd with your Cloak ability and sneak around to pick off Orcs on the perimeter. If Orcs surround you, Foe Hewer and Blasting Powder are your weapons to clear space. Like the Mage, when the Orcs' arrow ambush occurs, you can become invisible and avoid it completely.



ARCHER



Stay wide of the main Orc assault and pop arrows into the throng. Fire Arrow and Multi-Arrow can slaughter multiple foes. Poison Arrow slows any groups that eye you. When the arrow ambush happens, stick close to the walls and out of sight.

WARRIOR



You'll have to be on your toes to keep tabs on all the Orcs. It's easy to fall prey to a series of Orc blows and go down quickly. Use your sweeping moves to drive Orcs back, and your combos to build momentum. When the arrow ambush starts, run for the walls or head back to the starting area to avoid the pelting.

COOPERATIVE PLAY

MAGE AND WARRIOR

YOU NEED THE MAGE FOR HEALING AND THE SHIELD DURING THE ORCS' ARROW AMBUSH. THE WARRIOR PROVIDES THE MUSCLES. WITH AREA-EFFECT DAMAGE AND CLOSE-COMBAT EXPERTISE, THIS PARTNERSHIP HAS IT COVERED. SO LONG AS THE WARRIOR STAYS CLOSE TO THE MAGE AND KEEPS HIM SAFE, YOU SHOULD DO WELL.

OBJECTIVE 3: MOUNT A HORSE



MAGE, SCOUT, WARRIOR, AND ARCHER

Whichever class you played for the last objective, you'll carry through here. It doesn't matter who you have, but you need to listen to your allies' voice cues. The courtyard you've been fighting in is about to get pounded with catapult fire, and if you linger, you'll be flattened like the soon-to-be-rubble walls.



As soon as the Orc assault ends, you need to run at full speed back to the starting area. Don't fool around. If you delay for even a few seconds,

it might be too late. Return to the starting area and wait for the war horses to appear. Hop on one and you've completed the objective.

COOPERATIVE PLAY

MAGE AND WARRIOR

THE MAGE AND WARRIOR TEAMED UP WELL IN THE PREVIOUS OBJECTIVE, AND THEY JUST KEEP THE MOMENTUM GOING HERE. BOTH PLAYERS SHOULD RUN BACK TO THE STARTING AREA AS SOON AS THE WORDS OF WARNING SOUND ABOUT THE INCOMING FIRE. ONE OR BOTH SHOULD HOP ON A HORSE AND GALLOP TOWARD THE NEXT OBJECTIVE.

OBJECTIVE 4: capture the sanctuary

**MAGE**

By jumping on the horse, the Mage's weakness—Melee Attacks—are erased as the horse adds offense with a hoof stomp straight ahead or you can bash out to either side. Dozens of Orcs guard the bridge between the starting area and the Sanctuary, and you'll ride the horse through them. You can choose to hack away as you charge or spur the horse on to speed up to your final destination. At the end of the bridge, ride the horse down the ramp on your left. The Sanctuary capture area is at the bottom of the ramp. You must control that area, and you can start dealing damage with your horse.

**caution**

Fell Beasts scream out of the air and take runs at the bridge. Watch for the beasts' shadows as they swoop down or you will be scooped up by their deadly talons.



You may start taking wounds from the surrounding Orcs. If the horse isn't flattening enough Orcs for you, dismount and retreat back up the ramp. Cast Fire Wall repeatedly into the capture area until most of the Orcs are crispy. Lightning helps too. When you see resistance thin, enter the capture area and try to hold it. Shield can protect you from ranged missiles; Shockwave protects you from incoming melee attackers.



Orc reinforcements will arrive from the east. From the capture area, concentrate your Fire Walls on the access between the ledge to your left (by the river) and the dais to your right. All the reinforcements have to come through that gap.



Some Orc Archers may stay behind and avoid your fires. You can try to out-duel them, or sit back with your Shield and hold the capture point that way.

ARCHER

The Archer works in much the same way as the Mage, only going a little more patiently to pinpoint targets one by one instead of in groups. Stay back on the ramp and move back and forth as you dodge ranged fire and return your own. When the capture area opens up, or if an

enemy closes on you, move down to the right side of the flag (the western flank) and fire from back there. Eventually, enough allies will show up to help you control the area.

WARRIOR AND SCOUT

Both the Warrior and the Scout will have a bit more of a struggle to overtake the control area. Try to rip through the Orcs in the capture area as fast as your blade will allow.



You must wipe out the first Orc defenders before too many of the reinforcements show up from the eastern flank. If you can do that and intercept reinforcements before they reach the capture area, you can win the area.

COOPERATIVE PLAY

ARCHER AND MAGE

PEPPER THE CAPTURE AREA WITH RANGED FIRE FROM BOTH THE MAGE AND THE ARCHER. IF YOU NEED DEFENSE, THE MAGE CAN THROW UP HIS SHIELD. ONCE THE CAPTURE AREA CLEARS OUT A BIT, ONE PLAYER MOVES IN FOR CONTROL AND THE OTHER WATCHES FOR THE REINFORCEMENTS. ONCE BOTH PLAYERS ENTER THE CAPTURE AREA, IT'S ALL OVER FOR THE ORCS.

OBJECTIVE 5: rally to the rangers



FARAMIR

Your fifth objective is another short run, only this time you get a Hero to do the honor. After you beat the Orcs at the Sanctuary, you have the option of selecting Faramir, and you definitely should for the coming tasks. Return up the ramp and turn left. The barricade that previously blocked passage down the rest of the bridge has been removed, so you can race down this last stretch and complete the objective when you rendezvous with the rest of the Rangers and Frodo.



FARAMIR

DESCRIPTION

AS THE LEADER OF THE LAST BAND OF DEFENDERS IN OSGILIATH, IT BECOMES FARAMIR'S JOB TO SAFEGUARD THE HOBBIT FRODO AND REPEL THE ORC INVADERS. FORTUNATELY, HE'S WELL PREPARED FOR THIS ROLE AS A BEEFIER WARRIOR. WIELD YOUR FIRE-CHARGED SWORD AS OFTEN AS YOUR ENERGY WILL ALLOW. THE MORE DAMAGE YOU DISH OUT TO ORCS, THE MORE THEIR ATTENTION TURNS TO YOU AND KEEPS FRODO SAFE. GONDORIAN COURAGE AND STEWARD OF GONDOR COME IN PARTICULARLY HANDY TO SPLINTER CROWDS AND SLAY TROUBLESOME FOES.

WEAPONS

- SWORD
- THROWING AXE

SPECIAL ABILITIES

- RANGER'S FIRE
- GONDORIAN
- COURAGE
- STEWARD OF GONDOR

tip

Every one of Faramir's energy-charged attacks can be mashed for many more hits—with fire!

WARRIOR, SCOUT, AND MAGE

Any of your classes can complete this objective easily; there are no enemies to hassle you. If you aren't relying on Faramir's skill, choose the class that will perform best for you on the next objective.

COOPERATIVE PLAY**FARAMIR AND MAGE**

AS WITH SOLO PLAY, YOU'RE GEARING UP FOR THE NEXT OBJECTIVE. ONE PLAYER WILL CONTROL FARAMIR AND THE OTHER THE MAGE AS YOU TAG UP WITH THE RANGERS AND PREPARE TO ESCORT FRODO THROUGH ORC HORDES.

OBJECTIVE 6: escort frodo to market square**FARAMIR**

Your goal for this objective is to guide Frodo out of the war-torn streets of Osgiliath, where he can escape to pursue his greater quest. It's a long journey. First, you'll head east across the bridge, then southeast down the side streets toward the Market Square in the map's very southeast corner. Orc groups fill the streets and will home in on Frodo if left unchecked. You must stay with Frodo at all costs, following his every move, and keep the Orcs from landing the killing blow against the Hobbit.



Rush out with Frodo along the bridge and power right into the first Orc group ahead. Cause as much damage as you can with Medium Attacks or Heavy Attacks against foes separated from the main group. You want to run interference for Frodo; the Hobbit will pick his own path through the streets toward Market Square, and if you keep the Orcs from ganging up on him, you won't have any problems.



When Frodo breaks off the bridge, you need to follow immediately. The Hobbit is very fast; accelerate into a full run if you need to make up ground, and then turn that acceleration into a combat maneuver by slamming your shoulder into an approaching Orc with your Heavy Attack. Frodo will navigate the side streets to reach the Market Square, and you should position yourself just behind him as he races unopposed and just in front of him when you see onrushing Orcs.

caution

Don't get too caught up in your bloodlust against the Orcs that you lose track of Frodo. You need to repel Orcs from the Hobbit's path, yet you can't linger on enemies too long or Frodo may get trapped by another group.



Call upon your energy attacks to sweep the Orcs away when they crowd in. Even if you have to take a few blows yourself,

it's better than Frodo sustaining any. Frodo can fight back, but he's not built like you are to deal with large groups of Orcs. He's too busy running for his life!



On the final street, Frodo will turn right and head down into the Market Square. You'll know you've arrived when you see the ruined circular fountain in the middle of the open courtyard. Orcs will no doubt be on your heels, but once you complete the objective, your focus will turn to the Trolls coming behind them.



WARRIOR

The Warrior functions just like Faramir, only a little less powerful. Play bodyguard to Frodo and brush back those Orcs. As with Faramir, break into a run if you fall behind and shoulder check the nearest Orc to Frodo when they engage. Keep sweeping through the Orcs until Market Square is in sight.



SCOUT

You can be a little tricky with the Scout. Cloak and follow Frodo invisibly through any Orc-defended areas. It's possible to avoid combat all the way to the Market Square if you use your Cloak ability wisely. If you must fight, knock the Orcs back with Satchel Bombs, Foe Hewer, and Blasting Powder.



MAGE

The Mage is a bit fragile for this objective—there are so many Orcs milling about—however, his area-effect attacks can remove Orc threats quickly and help Frodo through otherwise deadly sections. You do have an ace in the hole, though: Heal. It should keep you and Frodo alive until you reach Market Square.



COOPERATIVE PLAY

FARAMIR AND MAGE



FARAMIR LEADS THE CHARGE HERE, WITH THE MAGE THROWING FIRE WALL AND LIGHTING AT AN ENEMY GROUPS AND HEALING WHENEVER NECESSARY. THE MAGE SHOULD ALWAYS KEEP HIS EYES ON FRODO. FARAMIR MAY, AT TIMES, GET WRAPPED UP IN COMBAT WITH ORCS, SO IT'S THE MAGE'S RESPONSIBILITY TO DEAL WITH ANY SECONDARY ORCS THAT GO AFTER FRODO. THE TRIO OF FRODO, FARAMIR, AND THE MAGE SHOULD BE IN MARKET SQUARE BEFORE YOU KNOW IT.

OBJECTIVE 7: kill the trolls**FARAMIR**

For your last objective, Frodo needs protection against two huge Trolls barreling into the Market Square. With Faramir, you don't have formidable ranged attacks, so it's time to get up close and personal with the big uglies.



Identify where Frodo is (at all times!) and move in on the nearest Troll. You can't really attack effectively from the front, so circle around to the Troll's rear and execute a Backstab attempt. Hit the buttons that flash on the screen and slice into the Troll.

It may take two or three

attempts to drop the beast, but it's worth the effort if you can stop the first Troll before the second reaches Frodo. Repeat your performance on the second Troll and victory is yours!

SCOUT

The Scout is made for backstabbing, even the king-sized variety! Cloak and circle behind the first Troll, then cut him down with your Backstab maneuvers. Repeat on the second Troll and save Frodo for good.

MAGE

With the Mage, you shouldn't go anywhere near the Trolls. Stand back and aim your Fire Walls directly at a Troll head or torso. Continue burning the brutes until they fall.

**WARRIOR**

The Warrior will be a little bit of a challenge; you'll have to be careful the Trolls don't grab you or swat you aside. You can Backstab just like Faramir or the Scout, you just don't have as good of a defense. Once both Trolls are down, you've accomplished the objective and conquered Osgiliath.

**COOPERATIVE PLAY****FARAMIR AND MAGE**

LET FARAMIR DO HIS THING AGAINST THE TROLLS, WHILE THE MAGE STAYS IN THE REAR AND HEAVES FIRE WALLS ON A TROLL THAT DOESN'T DROP IMMEDIATELY. THE MAGE MAY BE REQUIRED TO GET CLOSE TO FARAMIR FOR A HEAL, IF THE WARRIOR ENDS UP GETTING SWATTED BY A TROLL. TOGETHER, YOU SHOULD EASILY KEEP FRODO SAFE SO HE CAN MOVE ON FROM OSGILIATH.



❖ In defense of mínas tírith



LEGEND

- | | | |
|----------------------|----------------------|----------------------|
| S Start | 3 Objective 3 | 6 Objective 6 |
| 1 Objective 1 | 4 Objective 4 | G Gandalf |
| 2 Objective 2 | 5 Objective 5 | |

❖ in defense of minas tirith

War of the Ring

OBJECTIVE 1: defend the main gate



MAGE

Minas Tirith is under siege, and the Main Gate is about to bust wide open. You and your allies must hold the gate for two minutes until your reinforcements arrive and the Orc horde gets repelled.



Before the door breaks, position yourself at the front of the capture area circle. Arc your Fire Wall projectile to burst just outside the door and catch as many Orcs as possible as they stream in.

The more Fire Walls you can toss by the doors, the more Orcs that will pass through your flames, and the better off you'll be as the clock runs down. If Orcs get close to you, detonate a Shockwave to knock them back.



At about the one-minute mark, Trolls will show up. Switch your tactics a bit and start landing the Fire Walls on top of the Trolls. Back that up with Lightning. Keep out of the reach of the Trolls' long arms, and continue the damage. When the Trolls fall, you should only have a few seconds left to complete the first objective.



SCOUT

The Archer may have better range, the Warrior might have bulkier muscles, but the Scout is a supreme Troll killer. You'll need those skills on the second stage of this Orc invasion. Hang back and lob Satchel Bombs at Orcs crashing through the gate, then engage smaller groups in melee to whittle their numbers. When the Trolls arrive, Cloak and slip around behind the most vulnerable one for a massive blow. Continue dodging Troll attacks and landing blows from behind to stop the Troll charge and outlast the timer.



ARCHER

Hang back and barrage the incoming enemies with your special arrows. Fire Arrow can blow an Orc group back from the hole in the Main Gate, buying you precious time. Poison Arrow can also buy time, though you'll want to strike the Orcs farther back because the poison slows them down and they still may invade your capture area unless you follow up with more attacks. Save Multi-Arrow for when you see three enemies bust through to the capture circle, especially if they're heading straight toward you.



WARRIOR

You're going to have to get rough with the Warrior. Jump to the front of the capture area next to the gap in the Main Gate and start swinging. You need to engage Orcs early while they're still in groups to drive them back or slay them outright; if you wait, they will disperse and threaten to overrun the capture area.



COOPERATIVE PLAY

MAGE AND WARRIOR

THE RANGE AND MELEE PARTNERSHIP WORKS WELL HERE AGAIN. THE MAGE LOBS HIS FIRE WALLS AND LIGHTNING AT THE INVADERS. THE WARRIOR CHALLENGES ORCS AT THE GATES, AND ALWAYS KEEPS AN EYE OUT FOR ENEMIES AROUND THE MAGE IN CASE HE NEEDS TO PLAY BODYGUARD. TOGETHER, THE ORCS GET HIT HARD IN MELEE AND AT RANGE, AND WON'T STAND A CHANCE OF OVERRUNNING IN THE TIME LIMIT.

OBJECTIVE 2: BURN THE ORC SIEGE TOWERS



MAGE

Should you hold the Main Gate, your next objective will be to burn down the Orc siege towers that threaten the next level of the city. While facing the Main Gate, make a right and run up the long cobblestone road, through the arch and look for a set of stairs on your right. As you race toward the second objective, the Orcs bombard the city with fiery catapult boulders; stay alert and duck and cover if you can.



Follow the winding stairs up to the next level above. Let your allies deal with the Orcs on the stairs. As soon as they have an Orc group engaged, run by them and wait for support at the next bottleneck. You can fight these Orcs if you prefer; however, your main priority is taking out the siege towers. Continue down the narrow passage until you make a sharp left and it exits out onto a large courtyard overlooking the battlefield. Throw a Fire Wall at the siege tower in front of you, and drop a Shockwave to clear the way for your Gondorian support.



Help your allies with Lightning, Heal, and your Shield spell when necessary. You can either move out onto the courtyard if there's room, or retreat down the passage for safety. When the Fire Wall recharges, launch it again at the siege tower. It should take three hits to burn the first tower down.

❖ in defense of minas tirith

War of the Ring



When you're ready for the second tower, turn right and look at the far end of the courtyard for the tower. There will be a lot of enemies between you and the target. Rather than fight through each and every one of them, especially as the sometimes-fragile Mage, run along the wall and take your first right. There's a small side alleyway that ducks behind a short set of stairs. You can run along this unopposed and loop back up the far stairs to come out directly in front of the second siege tower.

tip

You also can man the courtyard ballista and take shots at the siege towers or enemy Orcs.

Throw your Fire Wall into the tower, then return to the safety of the alley. If Orcs harass you, level them with Shockwave or Lightning. Pop back up twice more when your Fire Walls are active, and you've completed the second objective.

ARCHER



The Archer attacks exactly the same way as the Mage, with the exception of using Fire Arrow instead of Fire Wall. You won't be able to save as many of your allies as the Mage; however, you can help out with Multi-Arrow or a good Kick when you see troops in danger.

SCOUT

The Scout has an easy time reaching the siege towers by using Cloak. Once there, you can use Satchel Bombs to take out the towers. You will have to fight many Orcs to recharge your energy to power up the Satchel Bombs. On the second siege tower, you can also man the ballista for added damage.



WARRIOR

The Warrior should battle side by side with his allies all the way to the foot of the first siege tower. Once there, light your Sword on fire and burn the first tower with a few hits. Battle across to the second tower (or use the side alley) and repeat. On the second siege tower, you also can man the ballista for added damage.



COOPERATIVE PLAY

MAGE AND WARRIOR

WHY BREAK UP AN EFFECTIVE COMBO? MAGE AND WARRIOR CONTINUE HERE. THE MAGE SLINGS FIRE WALLS AT THE TOWERS; THE WARRIOR CLEARS A PATH. IF YOU SEE AN OPENING, THE WARRIOR CAN DASH UP AND LIGHT ONE OF THE TOWERS ON FIRE WITH HIS ENERGY-CHARGED SWORD.



OBJECTIVE 3: rally to 2nd ring



MAGE

This is another simple travel objective. From the second siege tower, turn around and head down the stairs and past the alley on your right that you may have used to secretly approach the second tower. Run straight up the long roadway until you disappear under a large arch and spot the 2nd Ring capture point in front of you.



WARRIOR, SCOUT, AND ARCHER



All classes approach this objective the same way. Turn around at the destroyed second siege tower and race up the roadway behind you to the 2nd Ring capture point.

COOPERATIVE PLAY

MAGE AND WARRIOR

FOLLOW THE INSTRUCTIONS FOR SOLO PLAY. LEAVE THE SIEGE TOWER AREA AND PREPARE TO DEFEND THE 2ND RING CAPTURE POINT.

OBJECTIVE 4: defend the 2nd ring gate



MAGE

You have a perfect chokepoint at the top of the long road under the arch. You can land your Fire Walls there and all enemy Orcs must pass through the flames to reach you and the capture area. Grunts will drop immediately in the fires; Officers will probably continue through wounded. If you see a large group striding through the flames, jump in front of them and cast Shockwave to finish them off or hurl them backward. Lightning can take out smaller crowds or polish off any stragglers.



Eventually, the Orc throng may break through your chokepoint. Retreat to the far side of the capture circle, or even out of it, and assault with your ranged spells. You must hold out for two minutes to complete the objective.

❖ in defense of minas tirith

War of the Ring



WARRIOR



The Warrior alone can stand under the arch and bottle up the whole area. Work through your combos, and finish off enemy groups with a Whirlwind Sweep or Flame of Fury. Fire Strike can bust up a group trying to swarm you. As with the Mage, if you sense trouble, you can retreat to the capture area circle and fight on until the time limit expires.

After retreating, if you manage to down the Orcs inside the capture area, immediately press up to the front of the circle by the arch and lay down more flames in chokepoint area. You'll have a much easier time fighting under the arch than out in the capture area.

SCOUT



Satchel Bomb can repel enemies back down the road and away from the capture circle. You won't do much Cloaking or Backstabbing here, unless you thin the horde to single targets, so rely on your special abilities to break up the crowds and hold the area.

ARCHER

The Archer's special arrows are great, primarily Fire Arrow for repelling invaders, but you may have to wait on the recharge and Orcs may slip through to the capture area early. If so, retreat and continue picking them off while your allies hold the chokepoint under the arch.



COOPERATIVE PLAY

MAGE AND WARRIOR

SEND THE WARRIOR IN TO BOTTLE UP THE ARCHWAY IN FRONT OF THE CAPTURE. THE MAGE WIELDS LIGHTNING AND TOSSES FIRE WALLS IN FRONT OF THE WARRIOR TO THIN THE HERD. WHEN EITHER PLAYER LOSES HEALTH, THE MAGE CASTS HEAL. IF YOU NEED TO RETREAT, FALL BACK UP THE ROAD ON THE FAR END OF THE CAPTURE AREA AND SET UP A NEW AREA OF ATTACK THERE UNTIL THE TIME LIMIT ENDS.

OBJECTIVE 5: RETREAT TO THE 3RD RING



MAGE

From the 2nd Ring capture area, run up the long road until you spot more allies ahead. The last ring of defense lies at the top the road, and you complete your objective by arriving here.



WARRIOR, SCOUT, AND ARCHER



Tie your shoes and go for a run. It doesn't matter which class you choose, you just have to race up the long road to the 3rd Ring capture area to complete the objective.

COOPERATIVE PLAY

mage and warrior

As with solo play, the two of you should run up the long road to the 3rd Ring. It's time to retire this pairing and invite Gandalf into the partnership for the final objective.

GANDALF



WEAPONS

- GLAMDRIING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE

DESCRIPTION

MIDDLE-EARTH'S greatest wizard, GANDALF, matches up well against any of Sauron's minions. YOU SHALL NOT PASS! destroys enemies next to him, while LIGHTNING and CLEANSING FIRE burns them at range. In close combat, GANDALF cuts through foes better than you'd expect with his trusty GLAMDRIING in hand. All this power comes in a frame that can handle lots of damage, and even if the forces of evil manage to hurt him, GANDALF is only one HEALING WISDOM away from returning to full health.

OBJECTIVE 6: protect the gates of the 3rd ring



GANDALF

Gandalf comes to your aid just in time for the final battle to save Minas Tirith. The Orc attack will be stronger than ever as you try to hold the 3rd Ring capture area for three minutes. As with the Mage, rely on Gandalf's strong ranged, area-effect

spells, Healing Wisdom for more health, and You Shall Not Pass! when enemies press in. Unlike the Mage, Gandalf can rip through foes in melee with Glamdring, so don't waste too much time dodging foes. You can attack with Glamdring, slay enemies, and power up your energy all in one fell swoop.



Three minutes is a long time to hold the capture area, particularly when you have dozens and dozens of Orcs swarming toward you with Trolls close behind them. Luckily, you have a long straightaway on which to battle. Run down it as far as you can and launch a Cleansing Fire at the Orc frontrunners. Continue your standard attacks, and when the Orc bodies start threatening to outflank you, take a few steps and continue on.

❖ in defense of minas tirith

War of the Ring



It's possible that you'll be backed up all the way to the capture flag at the 3rd Ring gate. That's the overrun point, and you can't retreat any farther. Here you must stand your ground. Pick off the closest enemies with Lightning and Cleansing Fire. Save your You Shall Not Pass! for any enemies you need to eject immediately. With Gandalf's firepower and your combat expertise, Minas Tirith will hold!

MAGE

If Gandalf should fall, the Mage is a great backup. Follow the same attack patterns as Gandalf. Of course, the Mage is more vulnerable than Gandalf and shouldn't enter hand-to-hand combat; be very aware of enemies and retreat often if you need to create some defensive space.



ARCHER

The Archer excels here because of the long straightaway that the Orcs must traverse to reach the capture area. Stand back and let them have it with Fire Arrows, Poison Arrows, and Multi-Arrows if you zero in on more than one prime target. Don't forget to slide up the stairs along the wall if you need to create some more room. You can snipe at enemies just as effectively from up high without as much risk of bodily harm.



WARRIOR

Meet the enemy's charge head on. Cut into them with your special attacks and save your energy for crowds. When you need a breather, retreat several steps and look for help from your allies. When your back is up against the gate, don't hold back. You must cut them down and keep the numbers down so the time can expire.



COOPERATIVE PLAY

GANDALF AND WARRIOR



IF YOU THOUGHT THE MAGE AND WARRIOR STOOD OUT ON THIS LEVEL, wait till you see GANDALF AND THE WARRIOR IN ACTION. GANDALF OFFERS EVEN BETTER SUPPORT FOR THE WARRIOR, AND IF THE WARRIOR KEEPS ORCS AND TROLLS OFF GANDALF, THE WIZARD CAN PRETTY MUCH HOLD THE WHOLE CAPTURE AREA ON HIS OWN.

❖ the charge at pelennor fields



LEGEND

- | | | |
|----------------------|----------------------|---------------------|
| S Start | 3 Objective 3 | E Éowyn |
| 1 Objective 1 | 4 Objective 4 | L Legolas |
| 2 Objective 2 | 5 Objective 5 | W Witch-king |

OBJECTIVE 1: Destroy the siege towers



SCOUT

Pelennor Fields will be your last resting place if you don't take heed of all that goes on around you. There are enemies everywhere: giant Oliphaunts stomp toward you, huge siege towers grind forward, Orcs swarm left and right, Easterlings challenge your advance, and Warg riders threaten to run you over with one misstep. With arrow fire whistling by constantly, it's a very deadly battlefield. That's why you're going to avoid it all with a little stealth.



❖ the charge at pelennor fields

War of the Ring

tip

Your defensive catapult and ballista also can be used against the siege towers and Oliphaunts, as well as the ground enemies.



Cloak and run straight ahead toward the nearest siege tower. A large Troll pushes it slowly toward your starting zone.



You must first distract the Troll so that it releases the tower and allows you to work some sabotage on the tower. Sneak up behind the Troll while you're Cloaked, grab the foul creature, and follow the Backstab combo buttons to lop its health in half.

caution

If a siege tower or Oliphaunt reaches your starting zone, you lose. Always attack the closest enemy target to increase your survival odds.



That will enrage the beast and send him after you. Simply Cloak again, circle around, and start a fire to burn the siege tower to the ground.



If you choose a less subtle method, you can use the ballista and catapult back near your starting area. With enough damage, you can destroy a siege tower or approaching Oliphaunt; however, it takes longer than using sabotage. One miscalculation and the enemy will be too close to avoid a loss.



After ruining the first siege tower, use your Scout abilities and tackle the second tower. Kill any Orcs guarding the base, rattle the Troll so he releases, then sabotage the tower just like you did the first. Your first objective is over, but you have a long way to go still.

WARRIOR



With so much damage going on out on the field, the Warrior's superior health is a nice asset. You won't be able to sneak into a sabotage attempt, but you can run around the siege towers, take a slice at the Troll, and once it moves out to pursue loop back around

to sabotage the tower base. Repeat for the second tower to complete the first objective.

ARCHER

The Archer has to stay back to avoid damage, but his ranged attacks can deal with all enemies and the siege tower itself if need be. Your Fire Arrow can harm the tower Troll and set the tower alight. Sabotage destroys the tower much more quickly, so go for that if you see an opening.



MAGE

The Mage follows the same course as the Archer: stay back, use your ranged abilities, and dart in for a sabotage attempt when the time is right. You have the least health out there, and it's difficult to avoid enemy hits. Be very careful if you want to stay alive.



COOPERATIVE PLAY

SCOUT AND MAGE

THE SCOUT WILL PERFORM ALL THE MAIN ACTION. WHILE THE MAGE DISTRACTS THE ENEMIES GUARDING THE SIEGE TOWERS WITH A LIGHTNING BOLT OR FIRE WALL, THE CLOAKED SCOUT SLIPS IN SABOTAGES. IF THE SCOUT GETS WOUNDED, HE SHOULD CLOAK AND RETREAT TO THE MAGE SO THEY BOTH CAN HEAL.

OBJECTIVE 2: kill the oliphaunts



LEGOLAS

A few seconds after you destroy the siege towers, Legolas answers the call to battle. Armed with the Archer abilities, and then some, Legolas rules the average foe. Except he's going to be dealing with the largest foes in the game—the Oliphaunts! You can steadily try to shoot the behemoths down, but it'll be risky and time consuming.



LEGOLAS

WEAPONS

- LONG BOW OF GALADRIEL

SPECIAL ABILITIES

- MULTI-ARROW
- POISON ARROW
- FIRE ARROW

DESCRIPTION

SUPER-DEADLY LEGOLAS HAS THE SAME QUIVER FULL OF TRICKS THAT THE ARCHER HAS AND THEN SOME. HIS DRAW AND RELEASE IS MUCH QUICKER THAN THE AVERAGE ARCHER, ALLOWING HIM TO RAPID-FIRE ON ONE TARGET OR SEVERAL. WITH ADDED HEALTH, HIS MELEE COMBAT SKILLS CAN PUT ORC WARRIORS TO SHAME, AND ANYONE THAT CAN TAKE DOWN GIANT OLIPHAUNTS SINGLE-HANDEDLY DESERVES HIGH PRAISE INDEED.

tip

Legolas also has a hidden special ability. Hold down his Kick button for two seconds, then—while still holding it down—press Jump.



The more efficient, and speedier, approach to taking down the Oliphaunts is through sabotage. First, you have to get close enough to jump on one of its front legs. Slide around to its

side, so the Oliphaunt can't reach you with its tusks. Move in quickly, but be sure that you approach its front leg without being trampled by its back legs. If you make that mistake, the Oliphaunt will flatten you in one step.



caution

Don't approach an Oliphaunt head on. It will gore you with its tusks and kill you instantly.

❖ the charge at pelennor fields

War of the Ring



Once on, climb up the leg until you reach the torso. Wait for your first combo button and press it to leap to the Oliphaunt's neck. On the neck, press the two-button combo and leap to the top of the head.



At the top of the head, press the three-button combo to slay the Oliphaunt. If you get the sequence correct, the beast roars and then tumbles to the ground dead. You can step off and go for the next one.



tip

Need another use for Fire Arrow? Archers and Legolas can light an Oliphaunt's wooden carriage on fire with their trusty special arrow.



Apply the same principles to the second Oliphaunt. When that beast falls, you complete the second objective.

SCOUT

The Scout can approach the Oliphaunts while he's Cloaked. Without any other hassles, you can concentrate on making the jump onto the Oliphaunt's leg and then hitting the button sequence to finish it off. It's a little bigger than a Troll, but you should be used to slaying large creatures by now.



WARRIOR

The Warrior has no choice but to fight his way through to the Oliphaunt and then attempt a sabotage maneuver. With your added health, you shouldn't get stopped along the way. Just watch out for the Oliphaunt's back legs.



ARCHER

As with Legolas, you can stay back and try and shoot down the Oliphaunts. Unfortunately, you can't fire as quickly as Legolas, and you don't have the same amount of health to stand your ground, so it's better to go with a sabotage attempt like the other classes.



COOPERATIVE PLAY

LEGOLAS AND MAGE

LEGOLAS FOLLOWS THE SAME PROCEDURE AS SOLO PLAY, AND THE MAGE TRIES TO KEEP UP AND PROTECT HIM WITH SHIELD AND HEAL. WHILE LEGOLAS GOES FOR THE SABOTAGE KILL, THE MAGE SHOULD STAY CLEAR OR ZERO IN ON A SIEGE TOWER.

OBJECTIVE 3:

Destroy siege tower and kill oliphaunt



LEGOLAS

The third objective is more of the same: kill an additional Oliphaunt and destroy one more siege tower. Follow the same steps you did for the second objective, but make sure that you take out the Oliphaunt first.

Oliphaunts advance much more quickly than the siege tower. If you go for the siege tower first and run into any obstacles, the Oliphaunt might reach home base before you can stop it.



SCOUT



Cloak and go after the Oliphaunt with a sabotage attack. You'll have plenty of time after, even if you have to attempt it twice, to eliminate the siege tower.

WARRIOR

Don't get too locked in combat with the other enemies running around that you forget about taking care of the Oliphaunt immediately. Before you know it, the Oliphaunt may threaten the starting zone. Run in and attempt a sabotage attack to take it down, then go after the siege tower.



ARCHER



It's the same plan as before: Pick off enemies with your special arrows as you close on the Oliphaunt, then climb the beast and slay it before it reaches home base. Next, send the siege tower up in smoke, either through sabotage or with Fire Arrows.

COOPERATIVE PLAY

LEGOLAS AND MAGE

WHILE THE MAGE TRIES TO SAFEGUARD LEGOLAS WITH SHIELDS AND HEALS, LEGOLAS SLAYS ONE MORE OLIPHAUNT AND DESTROYS ONE MORE SIEGE TOWER. WHILE LEGOLAS GOES FOR THE SABOTAGE KILL ON THE OLIPHAUNT, THE MAGE CAN BURN DOWN THE SIEGE TOWER TO SPEED THINGS UP.



❖ the charge at pelennor fields

War of the Ring

OBJECTIVE 4: rally to théoden



ÉOWYN

When Théoden sounds the call to rally to his side, you have the privilege of playing the Scout Hero, Éowyn. With all the Scout abilities, plus an incredible acrobatic flip, Éowyn can out-duel almost anyone in combat. Alas, battling the Witch-king may prove too much of a challenge even for Éowyn. Run the short distance to Théoden to set up the battle against the Lord of the Ringwraiths.



ÉOWYN

WEAPONS

- DAGGERS
- SATCHEL BOMBS

SPECIAL ABILITIES

- CLOAK
- WHIRLING DERVISH
- BLASTING POWDER

DESCRIPTION

IN THE WIDE OPEN AND DEADLY PELENNOR FIELDS, YOU WILL WANT THE BEST SCOUT AVAILABLE, ÉOWYN. SHE CAN CLOAK TO HIDE FROM SWARMING ENEMIES, TAP INTO WHIRLING DERVISH OR BLASTING POWDER TO PULVERIZE FOES, AND THROW SATCHEL BOMBS FOR A POWERFUL RANGED BLAST. HER NIMBLE ROLLS AND SHARP STEEL CAN DAZZLE ALMOST ANYONE.

tip

Éowyn is a very special Scout. During any attack, if you press the Jump button, you will perform a front flip over the enemy. The flip is invincible at the start, so if it's played well Éowyn is nigh unstoppable.

SCOUT, WARRIOR, AND ARCHER



Hopefully, Éowyn lasts long enough to at least fight the Witch-king. If not, you'll have to run the short distance to Théoden with whatever class you feel gives you a chance against the Witch-king.

COOPERATIVE PLAY

ÉOWYN AND MAGE

BOTH ÉOWYN AND THE MAGE SHOULD RUN TO THE OBJECTIVE POINT TOGETHER AND AWAIT THE FINAL BATTLE WITH THE WITCH-KING. IT'S IMPORTANT THAT YOU BOTH READY YOURSELF AT THE SAME TIME; AS SOON AS YOU REACH THE OBJECTIVE, THE WITCH-KING ARRIVES NEARBY AND READY FOR BLOOD.

OBJECTIVE 5: kill the witch-king



ÉOWYN

To avenge Théoden's death, Éowyn will need all her skill against the brutal Witch-king. He engages immediately. Brace for the threat, and use Éowyn's flip to leap behind the Witch-king or Cloak and try to sneak around the Lord of the Nazgûl. The more damage you can do from behind the Witch-king, the better your odds of living through the fight.



The Witch-king will counter with some fearsome abilities. Angmar Flurry and Terror Quake take huge chunks of health if you fall prey to his glowing purple Sword of Terror. Even worse, Black Breath can catch you in its area-effect blast and cripple you for several seconds. Meanwhile, the Witch-king repositions himself for yet another severe blow.



around the Witch-king for several minutes than dive in and get trounced.

WARRIOR

It's a tough battle, but one you can win if you land enough special attacks and block whenever you see the Witch-king ready for a counterattack.



Éowyn's Whirling Dervish and Blasting Powder attacks can keep the Witch-king at bay.

ARCHER

One safety tip for the Archer: Stay on the edge of your arrow fire and let loose. As soon as the Witch-king closes, load up a Fire Arrow to blast him back and then retreat farther yourself. If Fire Arrow isn't ready, load up a Poison Arrow to at least slow him down. Pepper the Witch-king with steady damage until he perishes.



Always heave a Satchel Bomb at him if you can gain some distance. When the Witch-king closes the gap, dodge and roll to the side to either swipe at an exposed flank or sweep around behind for a special energy attack. Keep up the pressure until the Witch-king screams his final breath.

SCOUT

As the Scout, you will try to duplicate what Éowyn does, with no room for error. When in doubt, if the Witch-king has a chance to counterattack, roll away and begin again. It's much better to dance



COOPERATIVE PLAY

ÉOWYN AND MAGE

ÉOWYN FIGHTS THE SAME WAY AS IN SOLO PLAY, BUT THIS TIME SHE HAS THE MAGE TO HEAL. THE MAGE CAN THROW IN SOME DAMAGE HERE AND THERE, BUT HIS MOST IMPORTANT TASK IS TO STAY AWAY FROM THE WITCH-KING. A SECOND OR TWO CAUGHT IN THE WITCH-KING'S GRASP, AND THE MAGE IS FINISHED. LET ÉOWYN DO WHAT SHE'S FATED TO DO: SLAY THE WITCH-KING ONCE AND FOR ALL.

❖ the destruction of minas morgul

War of the Ring

❖ the destruction of minas morgul



OBJECTIVE 1: capture the shore



MAGE

Minas Morgul is a nasty place. You begin on a barren strip of land. To your left are inhospitable cliffs, to your right gurgles water that will suck the life out of you if you fall in, and straight ahead are dozens of angry Orcs streaming toward you.





By this point, you should be very familiar with how to capture an area with the Mage. Unleash Fire Walls on the Orc frontrunners and follow with Lightning.



Drop a Fire Wall or two in the capture area, which lies a hundred or so feet down the shore, and clear out the defenders, then move with your allies to claim the spot.

ARCHER



The Archer attacks similarly to the Mage. Stay back and zing your arrows while your allies engage in melee. Poison Arrows and Multi-Arrows can decimate the crowds, while Fire Arrow helps clear the capture area.

SCOUT

If you're really sneaky, it's possible to capture the area without pulling your Daggers. Cloak and dodge the big melee battle. If all Orc defenders get sucked into the battle, you can stand in the capture area undisturbed. Otherwise, you may have to Backstab one or two to seize the capture point.



WARRIOR



The Warrior will feel right at home in this objective. Jump into battle from the outset and cut your way through to the capture area. Save your special attacks for bigger crowds or when you battle inch by inch for the capture area.

COOPERATIVE PLAY

MAGE AND WARRIOR

ONE OF THE BEST PARTNERSHIPS IN THE GAME, THE MAGE AND WARRIOR TEAM UP AGAIN HERE WELL. SEND THE WARRIOR INTO BATTLE WHILE THE MAGE FIRES AT RANGE AND HEALS WHEN NECESSARY. LET THE MAGE CLEAR OUT THE CAPTURE AREA WITH A FIRE WALL FIRST, THEN THE WARRIOR CHOPS DOWN THE WOUNDED STRAGGLERS AND CLAIMS THE OBJECTIVE.

OBJECTIVE 2: clear the BRIDGE



MAGE

The second objective features your allies' battering ram. You must destroy all barricades and Orcs guarding the bridge and allow the battering ram to knock in Minas Morgul's main gates. Target nearby Orcs first to eliminate threats, then throw your Fire Walls at the barricades. A single Fire Wall will destroy a barricade.



❖ the destruction of minas morgul

War of the Ring



When the battering ram rolls to about the halfway point of the bridge, Orc Archers will attack you from above the main gates. Throw up your Shield to block the fire and walk alongside the battering ram.



Continue to destroy the barricades as you approach, and watch out for Orcs pouring out from the stairs on either side of the main gate. You must slay all the Orcs in the area. At that point, the battering ram will have enough room to coast into the gates and pound them down. As a reward for completing the second objective, Aragorn arrives on the scene!



ARCHER



Fire Arrows ignite the barricades, and Multi-Arrows destroy up to three Orcs in a single shot. So long as you stay to the rear of the battering ram and take care of the Orcs before they reach the battering ram, you'll guide the allies to breaking down the Minas Morgul gates.

WARRIOR



Plow out ahead of the battering ram and use fire attacks to set barricades and enemies ablaze. Continue to press into the Orc horde and deal as much damage as you can. If the Orc Archer arrows start hitting home, retreat behind the battering ram and follow it slowly up the

bridge until you're needed to dispatch the next foes.

SCOUT



Satchel Bomb the barricades and rip through the Orc defenders with your special moves. When the Orc Archers open fire, Cloak so they can't take aim on you. If your allies have the battering ram defense covered, you can slip behind enemy lines and start causing chaos

with some Backstab attacks until the battering ram arrives at the gates.

WEAPONS

- ANDÚRIL
- THROWING AXE

SPECIAL ABILITIES

- DVNHARROW DASH
- ANDÚRIL'S SPIRIT
- WAVE OF UNDEAD

DESCRIPTION

THE GREATEST WARRIOR IN THE GAME, ARAGORN SLICES THROUGH FOES WITH HIS MAGICAL SWORD, ANDÚRIL, AND WITHSTANDS BLOW AFTER BLOW TO CONTINUE THE FIGHT. DVNHARROW DASH SHOULDERS FOES OUT OF THE WAY AND WORKS WONDERS AGAINST OVERRUN SITUATIONS. ANDÚRIL'S SPIRIT WILL RUIN AN OPPONENT IF YOU TIME IT TO STRIKE THE FOE. YOUR MOST POWERFUL ABILITY, WAVE OF UNDEAD, SPRAYS AN AREA-EFFECT BLAST THAT ANNIHILATES ANYTHING IN ITS PATH. ARAGORN CAN LEAD ANY CHARGE, AND THERE'S NO BETTER HERO FOR WADING INTO THE THICK OF THINGS TO SLAUGHTER SAURON'S MINIONS.

ARAGORN



tip

Aragorn has a hidden special ability: Press and hold Heavy Attack for 5 seconds, then while still holding it press Light Attack. The ability has a lengthy beginning, but if you complete it, you gain the power of the undead for 30 seconds!

COOPERATIVE PLAY

MAGE AND WARRIOR

THE MAGE'S JOB WILL BE TO BURN BARRICADES WITH HIS FIRE WALL AND PROTECT THE BATTERING RAM AND SURROUNDING TROOPS WITH HIS SHIELD. THE WARRIOR'S JOB IS TO DEAL WITH ANY ENEMY ORCS THAT DARE ATTACK YOUR INVASION FORCE. WITH A LITTLE MAGE HEALING, THE BATTERING RAM SHOULD REACH THE MAIN GATES WITHOUT TOO MANY ALLIED CASUALTIES.

OBJECTIVE 3: capture the courtyard



ARAGORN

Aragorn will be your muscle inside Minas Morgul. At the gate, you have a couple of Trolls and dozens of Orcs to wade through. Stick with your allies, as you'll need them to capture the Courtyard flag later on. Cut into the Orcs—avoiding the long, sweeping arms of the Trolls—and fire off Wave of Undeath whenever the Orcs come close to getting the upper hand.



Just inside the gates, veer left and look for the capture point behind a few barricades in the distance. Dunharrow Dash can power you through any group that stands between you and your goal, and Andúril's Spirit silences troublesome Orc Officers that menace you.

caution

Orc Scouts enjoy hiding in the shadows around the Courtyard flag and will look for an instant kill against you with a Backstab.

Even Aragorn will have a hard time taking the Courtyard capture area by himself. Wait for your allies to rally with you and press forward together. As a group, you can repel the Orc throng funneling in from all sides, capture the flag, and complete the objective.



❖ the destruction of minas morgul

War of the Ring

WARRIOR



Not as durable as Aragorn, the Warrior should fight with his allies toward the Courtyard capture area. Once near the barricades, you can make a play for the flag, but not at the risk of life and limb.

SCOUT



Fight with your allies until you reach the barricade in front of the Courtyard capture area. Cloak and see if you can seize the capture point without a fight. If a few Orc defenders guard the capture area, take them out one by one with your skills. If an Orc group

threatens you at the flag, retreat to your allies and counterattack as a full group.

MAGE

This is a heated melee battle; the Mage has to be very careful not to die quickly in the Courtyard. Once you near the Courtyard capture area, you can work your magic with some well-placed Fire Walls and Lightning blasts. Heal, of course, can keep you and your allies alive during the bloody battle.



COOPERATIVE PLAY

ARAGORN AND MAGE

ARAGORN SHOULD PURSUE THE SAME STRATEGY AS IN SOLO PLAY, EXCEPT YOU HAVE TO MOVE SLOWLY SO THE MAGE CAN STAY WITHIN YOUR PROTECTIVE CIRCLE. THE MAGE SHOULD HEAL IF ARAGORN BEGINS TO LOSE HEALTH, AND RAIN DOWN SOME FIRE WALLS ON THE ORCS INSIDE THE CAPTURE AREA. BEFORE LONG, THE AREA WILL BE YOURS!

OBJECTIVE 4: open the prison gate



ARAGORN



Your third objective requires the unlocking of the large Prison Gate next to the Courtyard capture area. To do so, ascend the stairs to the left of the capture area (facing the Prison Gate) and vanquish any Orcs that try to stop you.



Orcs tend to congregate on the landing between the two flights of stairs. Take a breather here if need be as you reposition to take on whatever Orc group shows up. After you hack a path to the second flight, run up to the top landing.



An Orc Captain guards the prison lever. If you really want to test your mettle,

you can do battle with the Captain in single combat, winner take all. Or, you can play it safe. Sweep the Captain off his feet with one of your special attacks, pull the lever, and then race back down to the ground floor before he has a chance to recover and counterattack.

SCOUT



The Scout can Cloak and avoid all the fighting. Run past the Orcs on the stairs and wait for an opportunity to sneak by the Orc Captain and the other Orc patrolling the landing. Watch that your energy doesn't run out anywhere near the Captain.

WARRIOR



Follow the same path as Aragorn. You may have to kill a few more Orcs to gain Health Orbs if you find yourself low on health. Don't attempt the Orc Captain unless you're at or near full health. Pull the lever and run if you run into difficulties.

MAGE



Rely on Fire Wall to burn a path to the prison lever. Heal keeps you going, and Shockwave can blast even the Captain off the landing and to his death down one of the side pits. Pull the prison lever as quickly as you can to avoid combat.

COOPERATIVE PLAY

ARAGORN AND MAGE



ARAGORN FIGHTS UP TO THE PRISON LEVER, ONLY THIS TIME HE HAS A HEALING PARTNER TO BACK HIM UP. THE MAGE CAN USE SHOCKWAVE TO BLAST THE CAPTAIN OUT OF THE WAY WHILE ARAGORN PULLS THE PRISON LEVER AND COMPLETES THE OBJECTIVE.

OBJECTIVE 5: free the gondorians



ARAGORN

Aragorn continues his rampage through Minas Morgul. After the Prison Gate lifts, charge through and engage the Orcs defending the barricades ahead. Your goal is the prison cells in the interior chamber past the barricades. Wind around the barricades and cut down any Orcs that challenge you.



❖ the destruction of minas morgul

War of the Ring

Inside the prison area, there are three cells with Gondorian prisoners. You must deal significant damage to each cell door to free the prisoners. Once freed, the prisoners will join your fight and make it easier to deal with the Orc guards. Choose one cell and hit it with all your energy. After you destroy the first one, move to the second and release more prisoners, then tackle the third one to complete the objective. You can take a lot of damage when you turn your back on the Orc guards to attack the cell bars, so be sure Orcs aren't nearby when you begin hacking on cell bars.

WARRIOR



Adhere to the same principles as Aragorn, except you'll fire up your Sword to break through enemies and destroy the cell doors. Your sweeping attacks near the cells can drive back enemies and deal damage to the bars.

MAGE



As you would imagine, the Mage enters the prison area and takes down the prison cells with toss after toss of a handy Fire Wall. Shockwave also can fracture the cell bars and repel guards looking to swipe you in the back. Move around a lot in here because it will take you a

little longer to open the cells than other classes.

SCOUT



You can reach the cells easily with Cloak. After that, Satchel Bomb and brute force can drive open the cells. When you get in trouble, Cloak and circle around for a new angle on your chosen prison cell.

COOPERATIVE PLAY

ARAGORN AND MAGE

ARAGORN'S MIGHT PLUS THE MAGE'S FIRE WALLS WILL FREE THE GONDORIANS IN NO TIME. HEAL WHEN EITHER PLAYER LOSES HEALTH, AND LET ARAGORN RUN INTERFERENCE WITH ANY AGGRESSIVE ENEMIES.

OBJECTIVE 6: Destroy the three power stones



ARAGORN

After freeing the Gondorians to join the seize of Minas Morgul, you have but one last task to perform: shatter the three power stones that give this evil place its magic. Of course, the way won't be easy. The three stones lies on the upper level in a triangular pattern around the immense courtyard. With Orcs seemingly spawning from every corner, huge Trolls lumbering about to crush skulls, and now the abominable Nazgûl joining the defenses, Aragorn and company have a struggle ahead of them.





Choose one of the power stones as your first target and ascend the Courtyard stairs to reach it. Thin the enemy defenses around the stone so you can focus on fighting the Nazgûl without a dozen Orcs milling about, too. Each Nazgûl is a fearsome foe, and there are several floating about the place. Avoid their area-effect Black Breath attack; it will damage and paralyze you. Power of the Nine will also cripple you. Outflank the Nazgûl and attack relentlessly from the rear or an unprotected side if you can. Dunharrow Dash is excellent for getting

you out of trouble and also dealing damage to the power stone. After a few seconds of energy-charged attacks at each power stone, they will break. Shatter all three and you will have dealt Minas Morgul a mortal wound and beaten all that has been thrown against you this level.

WARRIOR



See if you can reach each power stone without a Nazgûl nearby and deal some early damage. You will want to follow the same path as Aragorn, with the major exception that you don't have the same special attacks and fighting prowess. Avoid the Nazgûl as much as

possible, and destroy the three power stones only if you can do so without putting yourself in grave danger.

SCOUT



So long as the enemies don't find you, the Scout can have an easier time of things. Cloak and approach each power stone cautiously. When the Nazgûl are otherwise distracted, un-Cloak and deliver energy attack after energy attack until the stone splinters. Then

Cloak and target the next stone until all three are destroyed.

ARCHER



Unlike the melee classes, the Archer should stay away from the Nazgûl and strike the power stones at maximum range. If you aim carefully, you can even hit the stones from various points in the Courtyard, but not on the actual power stone landing. Naturally, this

decreases the likelihood that a Nazgûl will surprise you. Fire Arrow works best for damaging the stones and claiming final victory.

COOPERATIVE PLAY

ARAGORN AND MAGE



WE KNOW IT'S POSSIBLE THAT ARAGORN CAN DESTROY THE STONES ON HIS OWN; THE MAGE JUST MAKES IT EASIER WITH HIS HEALING AND RANGED ABILITIES. DEPENDING ON HOW MANY EXTRA LIVES YOU HAVE STOCKED UP, YOU MAY EVEN WANT THE MAGE TO DISTRACT THE NAZGÛL AND CHALLENGE EACH MOMENTARILY WHILE ARAGORN POUNDS THE POWER STONES. PROGRESS FROM STONE TO STONE, CUTTING AWAY EACH STONE'S MAGIC, AND CRUSH MINAS MORGUL FOREVER.

❖ storming the black gate

War of the Ring

❖ storming the black gate



LEGEND

- S** Start
- 1** Objective 1
- 2** Objective 2
- 3** Objective 3
- 4** Objective 4
- 5** Objective 5
- 6** Objective 6
- M** Mouth of Sauron

OBJECTIVE 1: defend your position



GANDALF

Your final stand in the "War of the Ring" campaign finds you at the Black Gate of Mordor, the mighty bastion of Sauron's impregnable fortress. With the full power of the Free Peoples army behind you, the gate still might not fall, except the arrogant Mouth of Sauron opens the Black Gate for you. Amidst taunts, the Mouth of Sauron sends the forces of evil to wipe you from the land of Middle-earth forever. As Gandalf, you shall stand your ground and overcome the Orc onslaught.





You must defend the first capture area for two minutes and 40 seconds. As the gates swing open, toss a Cleansing Fire through the gap and raze the first few Orcs that attempt the assault. Continue with Lightning and Cleansing Fire to keep the Orcs at bay. Detonate

a You Shall Not Pass! whenever Orcs draw near or if you see an opportunity to remove them from your allies. At about the halfway point, multiple Trolls will show up; knock them down with fire and Lightning, and you will succeed at the first objective.

LEGOLAS

Legolas has the advantage of ranged fire like Gandalf; however, he doesn't have the ability to kill massive numbers of Orcs with a single area-effect attack. Even so, his rapid-fire bowstring and trick arrows can hold the Orcs back. Legolas is particularly useful against the Trolls, using headshots for quick kills.



ARAGORN



Aragorn should stand at the front of the capture area, between it and the Black Gate, and swing at all Orcs that dare try to pass. Call forth your energy attacks, especially Wave of Undeath, when the Orc numbers get heavy. Beware the Trolls' long reaches when they arrive,

and use Dunharrow Dash to get out of trouble if you are too close to the enemy's clutches.

GIMLI

Longbeard Pound can win you the day. With that in mind, power up your energy by hacking apart Orcs, then launch Longbeard Pound against the tougher targets. Balin's Revenge spins you like a fiery vortex that rips apart anything that comes near. Use it to clear the capture area or repel enemy groups.



GANDALF



WEAPONS

- GLAMDRING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE

DESCRIPTION

MIDDLE-EARTH'S GREATEST WIZARD, GANDALF, MATCHES UP WELL AGAINST ANY OF SAURON'S MINIONS. YOU SHALL NOT PASS! DESTROYS ENEMIES NEXT TO HIM, WHILE LIGHTNING AND CLEANSING FIRE BURN THEM AT RANGE. IN CLOSE COMBAT, GANDALF CUTS THROUGH FOES BETTER THAN YOU'D EXPECT WITH HIS TRUSTY GLAMDRING IN HAND. ALL THIS POWER COMES IN A FRAME THAT CAN HANDLE LOTS OF DAMAGE, AND EVEN IF THE FORCES OF EVIL MANAGE TO HURT HIM, GANDALF IS ONLY ONE HEALING WISDOM AWAY FROM RETURNING TO FULL HEALTH.

tip

Gandalf is better than Saruman at dealing with groups of enemies: his Cleansing Fire is very wide, and his Lightning spreads to many foes, charged or not. However, his attacks deal less damage to each target.

COOPERATIVE PLAY

GANDALF AND ARAGORN

GANDALF CAN PROBABLY HANDLE DEFENDING THE ENTIRE STARTING AREA HIMSELF; WITH ARAGORN BY HIS SIDE, IT'S A GUARANTEE. GANDALF UNLOADS CLEANSING FIRE ON THE LARGER GROUPS, WHILE ARAGORN STANDS POINT AT THE TOP OF THE CAPTURE CIRCLE AND BRUSHES BACK ANY INCOMING ORCS. WHEN THE TROLLS EMERGE FROM THE THROG, ARAGORN SHOULD STEP BACK AND WIPE OUT ORCS. GANDALF CAN HANDLE THE TROLLS WITH CLEANSING FIRE AND LIGHTNING.

❖ storming the black gate

War of the Ring

OBJECTIVE 2: capture the gate



GIMLI

All the Heroes get a chance to shine in the final run against Mordor. Send Gimli in to capture the second area beyond the Black Gate; his three special attacks are perfect for melee battles like this one. Balin's Revenge blazes through multiple foes, Longbeard Pound hammers whichever enemy you fear the most (such as a Troll or Orc Warrior), and Dwarven Run gives you an escape from almost any situation.



DESCRIPTION

YOU NEVER WANT TO MESS WITH AN ANGRY DWARF, ESPECIALLY A WELL-ARMED, EXPERT COMBATANT LIKE GIMLI. SHORT IN STATURE, BUT STOUT IN STRENGTH, GIMLI MOVES QUICKLY WITH DWARVEN RUN AND CHALLENGES ANY ENEMY'S MELEE DEFENSES WITH BALIN'S REVENGE. NOT TO BE OUTDONE BY HIS FELLOWSHIP PALS ARAGORN AND LEGOLAS, GIMLI CAN OVERTIGHT DESTROY AN ENEMY IN COMBAT WITH THE BRUTAL LONGBEARD POUND. HE'S ALSO BEEN KNOWN TO SINGLE-HANDEDLY TAKE OUT TROLLS.

tip

Gimli's energy-charged Longbeard Pound cannot be interrupted by enemy attack and is the most damaging single-hit attack in the game. Also, he is the only Warrior with Satchel Bombs.

GIMLI



WEAPONS

- BATTLE AXE
- SACHEL BOMB

SPECIAL ABILITIES

- DWARVEN RUN
- BALIN'S REVENGE
- LONGBEARD POUND



From the starting area, you can see the gate capture area from just inside the Black Gate. Rush toward it, cutting down Orcs left and right as you advance, and save your energy abilities for when you get in trouble or attempt to take over the capture area. Gimli can

rumble into the midst of the capture area no matter how many Orcs defend. The Dwarf is a fearsome tank that can crush and smash any who challenge him, and it won't take him long to seize the objective.

caution

Beware the Fell Beasts that prey upon the battlefield. Face the capture area with your back to the Black Gate and you can see the winged beasts as they swoop toward you.

ARAGORN

Like Gimli, Aragorn can wade directly into the fray and destroy Orc enemies in great numbers. Concentrate on the enemies on the capture area perimeter, then slash through the interior enemies. With a few special attacks by Andúril, victory comes swiftly.



GANDALF

You may use Gandalf out of convenience from your defense of the first capture area. If so, avoid some of the enemies until you can reach the second capture area with your Cleansing Fire tosses. Heal often as you approach the capture area, and finish off remaining Orcs with Lightning or You Shall Not Pass!



LEGOLAS

Move with your allies slowly as you approach the gate capture area. Let the allied Mages' Shields protect you from ranged fire, avoid melee combat unless absolutely necessary, and let fly your arrows of destruction. Multi-Arrow can slay the capture area defenders with a single drawstring pull or launch a Fire Arrow to blast the enemies clear.



COOPERATIVE PLAY

Gimli and Aragorn

Why not send the two best melee fighters in the game straight into the heart of battle? Gimli takes one side, Aragorn the other, and together they meet in the middle at the capture area flag. With two Heroes' special abilities triggering, normal Orcs have no prayer of holding the objective.

Objective 3: kill the orc captains



LEGOLAS

Legolas's assassin skills were made for this next objective. You have to kill four Orc Captains, and all stand atop high wooden towers. It's possible to climb up each tower's ladder to get at the Orc Captains, but that's time consuming and you're subject to enemy fire the entire time. Rather, rely on Legolas's zoom and headshot capabilities. Despite the Captains' toughness, Legolas can still kill each with a perfect headshot.



LEGOLAS

WEAPONS

- Long Bow of Galadriel

SPECIAL ABILITIES

- Multi-Arrow
- Poison Arrow
- Fire Arrow



DESCRIPTION

SUPER-DEADLY LEGOLAS HAS THE SAME QUIVER FULL OF TRICKS THAT THE ARCHER HAS AND THEN SOME. HIS DRAW AND RELEASE IS MUCH QUICKER THAN THE AVERAGE ARCHER, ALLOWING HIM TO RAPID-FIRE ON ONE TARGET OR SEVERAL. WITH ADDED HEALTH, HIS MELEE COMBAT SKILLS CAN PUT ORC WARRIORS TO SHAME, AND ANYONE THAT CAN TAKE DOWN GIANT OLIPHANTS SINGLE-HANDEDLY DESERVES HIGH PRAISE INDEED.

tip

Legolas also has a hidden special ability. Hold down his Kick button for two seconds, then—while still holding it down—press Jump.

❖ storming the black gate

War of the Ring



If a headshot doesn't work, nock a Fire Arrow and set each tower ablaze. The Captain will take damage as the tower burns, and you can finish him off with a Poison Arrow or a second Fire Arrow on the ground. Keep your feet moving the whole time to avoid the Fell Beasts in the sky and the Orcs swarming around the bases of the towers. Given a few undisturbed seconds drawing aim on each Captain, you'll conquer the objective before they know what hit them.

GANDALF



Gandalf might not finish each Captain off with a headshot, but he can burn down the towers even better than Legolas. He also can roast them atop their platforms with Lightning. While you pick off the Captains, burst You Shall Not Pass! periodically to clear away surrounding

enemies and use Healing Wisdom whenever your health drops.

ARAGORN

Without a potent ranged attack, Aragorn will just have to go up and get each Captain. Climb the ladders, kick or sweep the Captains off the platforms, then finish them off on the ground. Wave of Undead works great; you not only damage the Captain, but you brush back or kill any of the dozens of other Orcs trying to get in your way.



GIMLI

As with Aragorn, Gimli will need to get in close to be most effective. Climb the tower ladders to go after the Captains (or fight them up top if you're feeling daring), and slay them when you get back down to earth. Longbeard Pound can be the nail in the coffin for a wounded Captain.



COOPERATIVE PLAY

LEGOLAS AND GANDALF

THE TWO RANGED HEROES ARE BEST SUITED TO TAKE OUT THE FOUR ORC CAPTAINS. YOU CAN SPLIT UP AND TARGET TWO TOWERS APIECE. FOLLOW THE SAME APPROACH AS IN SOLO PLAY, EXCEPT LEGOLAS SHOULD RETREAT TO GANDALF IF HE'S WOUNDED SO A TIMELY HEALING WISDOM CAN RESTORE THEM BOTH TO BETTER FIGHTING HEALTH.

OBJECTIVE 4: kill the mouth of sauron



GANDALF

It's time for a wizard's duel: Gandalf vs. the Mouth of Sauron. Though the Mouth of Sauron has better melee skills, Gandalf has the edge on long-range attacks. That being the case, when you play Gandalf you should stay away from the Mouth of Sauron's Barad-dûr Fury Staff attack. Instead, bombard the Mouth of Sauron with Cleansing Fire when his Shield is down.



GANDALF

WEAPONS

- GLAMDRING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE

DESCRIPTION

MIDDLE-EARTH'S GREATEST WIZARD, GANDALF, MATCHES UP WELL AGAINST ANY OF SAURON'S MINIONS. YOU SHALL NOT PASS! DESTROYS ENEMIES NEXT TO HIM, WHILE LIGHTNING AND CLEANSING FIRE BURST THEM AT RANGE. IN CLOSE COMBAT, GANDALF CUTS THROUGH FOES BETTER THAN YOU'D EXPECT WITH HIS TRUSTY GLAMDRING IN HAND. ALL THIS POWER COMES IN A FRAME THAT CAN HANDLE LOTS OF DAMAGE, AND EVEN IF THE FORCES OF EVIL MANAGE TO HURT HIM, GANDALF IS ONLY ONE HEALING WISDOM AWAY FROM RETURNING TO FULL HEALTH.

tip

Gandalf is better than Saruman at dealing with groups of enemies: his Cleansing Fire is very wide, and his Lightning spreads to many foes, charged or not. However, his attacks deal less damage to each target.



Whenever you stun the Mouth of Sauron, take advantage of the precious few seconds and power up a Lightning bolt to deal more damage. Remember that the Mouth of Sauron can heal, too. The only way to kill him is to deal a significant amount of damage in a short amount

of time. Gandalf has the weaponry to do it, though.

ARAGORN



Watch out for the Mouth of Sauron's Barad-dûr Fury, but other than that, Aragorn should be able to win a hand-to-hand combat. You'll have to deal damage quickly because of the Mouth of Sauron's healing ability. With all three of your special Sword abilities,

that will not be a problem with energy in hand.

GIMLI



Follow the same battle tactics as Aragorn. If you can land Longbeard Pound, close in for the kill by expending the rest of your energy on Dwarven Run or Balin's Revenge (or even better, both!) and pile up the damage on your helpless foe.

LEGOLAS



Legolas will have a challenge because of the Mouth of Sauron's Shield. Where Gandalf can harm the Mouth of Sauron with lingering flames from his Cleansing Fire spell or repeatedly discharge Lightning attacks, Legolas's arrows can be foiled by the Mouth

of Sauron's defenses. His arrows don't recharge as quickly as Gandalf's Lightning, so there may be times when you can't let loose a damaging volley, and the Mouth of Sauron will surely come after you in that time.

COOPERATIVE PLAY

GANDALF AND ARAGORN

ARAGORN CHARGES AT THE MOUTH OF SAURON AND TIES HIM UP IN ONE-ON-ONE COMBAT. GANDALF PEPPERS THE GROUND AROUND THEM WITH CLEANSING FIRE AND CIRCLES THE BATTLE WITH HEALING WISDOM AS OFTEN AS POSSIBLE. GANDALF CAN EVEN STEP CLOSE TO MELEE WITH YOU SHALL NOT PASS! TO ADD SOME DAMAGE. THE MOUTH OF SAURON CANNOT WITHSTAND THE GOOD GUYS' TWO HEAVIEST HITTERS.

❖ storming the black gate

War of the Ring

OBJECTIVE 5: capture the camp



ARAGORN

You have one final capture area to conquer, and Aragorn is the man to lead the charge. By now, you should know Aragorn's skills inside and out. Any one of his three special abilities can help you seize the capture area.



WEAPONS

- ANDÚRIL
- THROWING AXE

SPECIAL ABILITIES

- DUNHARROW DASH
- ANDÚRIL'S SPIRIT
- WAVE OF UNDEAD

DESCRIPTION

THE GREATEST WARRIOR IN THE GAME, ARAGORN SLICES THROUGH FOES WITH HIS MAGICAL SWORD, ANDÚRIL, AND WITHSTANDS BLOW AFTER BLOW TO CONTINUE THE FIGHT. DUNHARROW DASH SHOULDERS FOES OUT OF THE WAY AND WORKS WONDERS AGAINST OVERRUN SITUATIONS. ANDÚRIL'S SPIRIT WILL RUIN AN OPPONENT IF YOU TIME IT TO STRIKE THE FOE. YOUR MOST POWERFUL ABILITY, WAVE OF UNDEAD, SPRAYS AN AREA-EFFECT BLAST THAT ANNIHILATES ANYTHING IN ITS PATH. ARAGORN CAN LEAD ANY CHARGE, AND THERE'S NO BETTER HERO FOR WADING INTO THE THICK OF THINGS TO SLAUGHTER SAURON'S MINIONS.

tip

Aragorn has a hidden special ability: Press and hold Heavy Attack for 5 seconds, then while still holding it press Light Attack. The ability has a lengthy beginning, but if you complete it, you gain the power of the undead for 30 seconds!



After the Mouth of Sauron falls, continue down the hill to the final capture area near the enemy tents. There's a rock that splits the terrain, so defenders can assault from either side. Shred through the perimeter guards, and show no mercy to the Orcs inside the capture area with Andúril's Spirit or Wave of Undead. When you expend the last of your energy, there should be nothing left but charred Orc bodies and a lone flag now your own.

GANDALF



Gandalf has multiple abilities to seize the camp, though Cleansing Fire is still the spell of choice. With a little help from your allies, you should sweep away any Orc remnants and claim the capture area after a handful of Cleansing Fire bombings.

LEGOLAS



With Legolas, you amp up the offense and can try to seize the capture area quickly. Use Fire Arrow on the largest Orc group, then Poison Arrow on annoying enemies. Switch to Multi-Arrow when you close on the flag and want to eliminate a few key defenders.

GIMLI



Much like Aragorn, you will power through the defenders to seize the capture area. Unless you're feeling adventurous, hang back with your allies so that you all assault at once.

COOPERATIVE PLAY

ARAGORN AND LEGOLAS

OFFENSE, OFFENSE, OFFENSE! SWEEP THE AREA CLEAN WITH ARAGORN'S FORMIDABLE SWORD AND LEGOLAS'S FANTASTIC BOW SKILLS. ARAGORN SHOULD ENTER THE CAPTURE CIRCLE, WHILE LEGOLAS PICKS AND CHOOSES TARGETS THAT ARAGORN MAY NOT SEE OR MAY NOT BE ABLE TO HANDLE ALL AT ONCE. WITH SWORD AND BOW AT MAXIMUM EFFICIENCY, THE ORCS WON'T HOLD THE CAPTURE AREA LONG.

OBJECTIVE 6: hold this area



GANDALF

You have captured the final area, but now you have to hold it. You and your allies must maintain possession of the previous capture circle, which expands to twice its size for this objective, for two minutes. The forces of Sauron will throw everything at you—hundreds of Orc Grunts, dozens of Orc Officers and Captains, countless Trolls, and even Fell Beasts. It's your toughest challenge yet, and for Frodo to have enough time to destroy the One Ring in Mount Doom, you must hold.



GANDALF

DESCRIPTION

MIDDLE-EARTH'S GREATEST WIZARD, GANDALF, MATCHES UP WELL AGAINST ANY OF SAURON'S MINIONS. YOU SHALL NOT PASS! DESTROYS ENEMIES NEXT TO HIM, WHILE LIGHTNING AND CLEANSING FIRE BURN THEM AT RANGE. IN CLOSE COMBAT, GANDALF CUTS THROUGH FOES BETTER THAN YOU'D EXPECT WITH HIS TRUSTY GLAMDRING IN HAND. ALL THIS POWER COMES IN A FRAME THAT CAN HANDLE LOTS OF DAMAGE, AND EVEN IF THE FORCES OF EVIL MANAGE TO HURT HIM, GANDALF IS ONLY ONE HEALING WISDOM AWAY FROM RETURNING TO FULL HEALTH.

WEAPONS

- GLAMDRING
- LIGHTNING

SPECIAL ABILITIES

- HEALING WISDOM
- YOU SHALL NOT PASS!
- CLEANSING FIRE

tip

Gandalf is better than Saruman at dealing with groups of enemies: his Cleansing Fire is very wide, and his Lightning spreads to many foes, charged or not. However, his attacks deal less damage to each target.

❖ storming the black gate

War of the Ring



As Gandalf, or anyone else for that matter, your job is to slaughter as many enemies as you can. Don't worry about holding the whole capture area. You won't; there are too many enemies pouring in. They will begin to overrun your position, but so long as you can kill more of them than you have allies in the area, you will win. Gandalf's Cleansing Fire is magnificent for slaying handfuls of Orcs quickly, and you'll want to throw around You Shall Not Pass! often to fell even more bodies. Lightning can arc to multiple targets, too, but don't be afraid to pull out Glamdring if it means spilling more Orc blood. Go on a killing spree for two minutes, outlast the enemy horde, and you save Middle-earth with a little help from a certain humble Hobbit.

ARAGORN



Give it your all here. Attack every Orc you see to charge your energy, then release that energy in special attacks to slaughter even more foes. Don't stop for anything. The only healing you will receive is from the Health Orbs that may drop from your victims. Grab them,

and keep going until the time limit expires or you drop.

LEGOLAS



Keep that trigger finger going at a crazy pace. You need to slay bunches of Orcs to finish on top, so you must be very accurate with your shots and make sure each of your Fire Arrows and Multi-Arrows lands in a crowd.

GIMLI



Gimli will follow Aragorn's lead: Keep slaying until you're slain. Hopefully you won't be, and you'll rack up the kills to keep ahead of the time clock. Whenever you get a chance, unleash your special abilities, then replenish energy by killing more Orc Grunts. If you

can pull it off, the two shortest Heroes—a Dwarf and the Hobbit Frodo—will have won the day!

COOPERATIVE PLAY

GANDALF AND ARAGORN

THE STRONGEST PAIRING MIGHT AS RALLY TOGETHER AND FINISH IT ALL OFF. FIGHT SIDE BY SIDE IN THIS BATTLE SO THAT GANDALF'S HEALING WISDOM CAN BOOST BOTH PLAYERS' HEALTH. TEAMING UP ON A SINGLE ENEMY GROUP WILL WIPE THEM OUT ALMOST INSTANTLY, THOUGH YOU MAY WANT TO SPREAD THE WEALTH TO RAISE THE BODY COUNT. AFTER TWO MINUTES OF NONSTOP ACTION, THE TWO LEADERS OF THE FREE PEOPLES WILL STAND VICTORIOUS AND PAVE THE WAY FOR THE FUTURE PROSPERITY OF MIDDLE-EARTH.



❖ sauron regains the one ring



LEGEND

- | | |
|----------------------|------------------------|
| S Start | 6 Objective 6 |
| 1 Objective 1 | 7 Objective 7 |
| 2 Objective 2 | N Nazgûl |
| 3 Objective 3 | W Witch-king |
| 4 Objective 4 | F Frodo Baggins |
| 5 Objective 5 | |

❖ sauron regains the one ring

Rise of Sauron

OBJECTIVE 1: acquire the mask



NAZGÛL

On your first mission for the Dark Lord Sauron, you must retrieve his One Ring. It starts outside the cliffs of Mount Doom, where you must battle through hordes of traitorous Orcs that seek the Ring for themselves. You play a Nazgûl for the first few objectives, which gives you great power over the lowly Orcs that stand in your path. The first Orc wave will press you at the starting area. Slice through them with your blade, and call upon Black Breath and Flurry of Terror to deal with the larger Orc groups.



DESCRIPTION

SAURON'S FOOT SOLDIERS WERE ONCE NINE MORTAL MEN WHO ARE NOW FOREVER ENSLAVED TO THE LORD OF MORDOR'S SERVICE. THEY FIGHT LIKE WARRIORS WITH SUPERNATURAL POWERS, SUCH AS BLACK BREATH, WHICH CAN FREEZE VICTIMS IN FEAR AS IT DEALS DAMAGE. POWER OF THE NINE CAN LOWER A TERRIFIC BOOM AS THE PAZGÛL FLIPS TOWARD ITS TARGET, AND FLURRY OF TERROR SLICES SWIFTLY EVEN AS IT LIFTS THE PAZGÛL OUT OF IMMEDIATE DANGER.

WEAPONS

- SWORD
- THROWING AXE

SPECIAL ABILITIES

- FLURRY OF TERROR
- BLACK BREATH
- POWER OF THE NINE

tip

Nazgûl can continue from Flurry of Terror to Power of the Nine in the air. They also can go from a Power of the Nine to any other energy attack, including another Power of the Nine.



Fight up toward the gated entrance leading into Mount Doom. Hack or dodge the last few Orcs, then pull the lever to the right of the portcullis on the ground. Rush inside before more Orcs can grab you from behind.



Cross the bridge—carefully!—that passes over the lava river. Move up to the intersection ahead and veer to your left. You may have to battle a few Orcs at the intersection, and you'll definitely have a small fight in the chamber to your left. The mask floats in the middle of this chamber, and the Orcs aren't going to just hand it over to you. Crush them and take the mask to complete the first objective.

caution

Watch where you run when approaching bridges. It's instant death if you fall in the lava.

COOPERATIVE PLAY

PAZGÛL AND PAZGÛL

YOU HAVE NO CHOICE HERE: PAZGÛL ARE THE ONLY GAME IN TOWN. WORK TOGETHER TO DEFEAT YOUR ENEMIES. WHILE ONE PAZGÛL STUNS A GROUP WITH BLACK BREATH, THE SECOND CAN CHOP INTO THEM AS THEY STAND QUIVERING.

OBJECTIVE 2: DELIVER THE MASK



NAZGÛL

After you grab the mask, brush back any remaining Orcs that may harass you, and race away from the mask chamber and toward the Forge in the center of the map. You can choose to fight the onrushing enemies or continue running past them.



Slow when you near the closed portcullis into the Forge. Pull the nearby lever and charge inside directly to the Forge itself. Once you deposit the mask at the Forge, you complete the second objective.

COOPERATIVE PLAY

PAZGÛL AND PAZGÛL

ONE PAZGÛL CAN MAKE THE RUN TO BRING THE MASK TO THE FORGE. WITH TWO, IT'S EVEN EASIER. THE ONE WHO IS NOT HOLDING THE MASK INTERCEPTS ANY ORCS THAT TRY TO SLOW DOWN THE MASK CARRIER. OF COURSE, YOU CAN BOTH DRAW SWORDS AND ANNIHILATE THE ORCS IF YOU PREFER.

OBJECTIVE 3: KILL 20 FORGE ORCS



NAZGÛL

To power the Forge and bring the Witch-king back into existence, you must slay 20 Orcs within a two-minute time limit. Even as the Nazgûl, this will be a tough challenge. You have Orc Mages tossing Lightning and fire around, and even worse, Orc Warriors arrive to complicate the battle.



❖ sauron regains the one ring

Rise of Sauron

tip

In the battle at the Forge, avoid the Orc Warriors. They take too long to kill and can hurt you badly when they swarm.



Choose your targets well to kill 20 in the two minutes. Rush after any Orc Grunt you spot; they drop with a single hit. Orc Mages are also juicy target, as they generally only take two to three hits to die. While doing so, stay clear of the Mage's fire or you'll crash and burn, literally. So long as you dodge the Orc Warriors and pick off the weaker Orcs, you can beat the time limit on the objective and call forth the Witch-king to your side.

COOPERATIVE PLAY

PAZGŪL AND PAZGŪL

BY NOW YOU SHOULD BE USED TO THE TANDEM. IT'S MUCH EASIER TO UP THE BODY COUNT WITH TWO PAZGŪL, AND ONE CAN ALWAYS BE ON THE LOOKOUT FOR ORC WARRIORS TO BETTER AVOID THEM.

THE WITCH-KING

WEAPONS

- SWORD OF TERROR
- THROWING AXE

SPECIAL ABILITIES

- ANGMAR FLURRY
- BLACK BREATH
- TERROR QUAKE

DESCRIPTION

AS YOU MIGHT IMAGINE, THE LEADER OF THE PAZGŪL HAS THE SAME STRENGTHS AND WEAKNESSES AS THE PAZGŪL. HOWEVER, HIS INTIMIDATING FORM PACKS A LITTLE MORE PUNCH, AND ATTACKS LIKE TERROR QUAKE ARE SWIFTER TO EXECUTE. THE WITCH-KING COMMANDS WHATEVER SITUATION YOU SEND HIM INTO, OFFENSIVELY OR DEFENSIVELY, AND THE ENEMY SHALL BEND THEIR KNEE ONE WAY OR ANOTHER.

tip

At first glance, the Witch-king may appear similar to the Nazgûl, but his Terror Quake can damage an entire battlefield full of enemies!

OBJECTIVE 4: kill the two orc captains



WITCH-KING

As the Witch-king, follow the passages toward the Orc Captains in the southern chamber. When you cross the lava bridge, you know you're close. Call forth the ethereal energy around your Sword and ready for battle against the Captains and their Orc henchmen.



INSTANT ACTION • ACHIEVEMENTS & TROPHIES

RISE OF SAURON

INTRODUCTION • CHARACTERS & CLASSES • WAR OF THE RING



One of the Orc Captains is a Warrior. He can beat you up badly, but only if he gets close. The Witch-king's Terror Quake affects a wide radius around you; it's the best weapon against both Captains, especially the Warrior. When the Captain is down, follow up with Angmar Flurry or Black Breath. When you're out of energy, combo attacks together to keep him off balance.

The second Orc Captain is a Mage. It might be more difficult to reach him with your Terror Quake,



as you'll be dodging area-effect abilities yourself. The good news is that the second Orc Captain has less health than the first.

Slay both of them and you've completed the fourth objective.

NAZGÛL

If the Witch-king falls, you must do battle against as the Nazgûl. Fortunately, you have your Nazgûl brethren to aid you in the battle. The Orc Captains



will take longer to fall, as you don't have the power of the Witch-king at your command, though you can rely on similar attack patterns to fell them both.

COOPERATIVE PLAY

WITCH-KING AND NAZGÛL

THE CAPTAINS WON'T KNOW WHAT HIT THEM. THE WITCH-KING CAN LEVEL EACH CAPTAIN WITH A TERROR QUAKE, AND THE NAZGÛL CAN MOVE IN TO DEAL LOTS OF DAMAGE IN TIGHT WITH BLACK BREATH AND THE POWER OF THE PIPE.

OBJECTIVE 5: RALLY TO SAURON'S ROAD



WITCH-KING

Exit the Captains' chamber through the western passage and continue to your next objective: Sauron's Road, which leads up to the heart of Mount Doom. Outside the Captains' chamber, you'll come across another lava bridge, this time guarded by a Troll. Discretion is the better part of valor here. Instead of assaulting the Troll on the bridge, where one knockback attack from the creature can roll you into the lava, retreat. Lead the Troll back into the Captains' chamber. You have a lot more room to maneuver, whether you choose to crush the beast or simply run by it.



❖ sauron regains the one ring

Rise of Sauron



Continue on and slice through a small group of Orcs that guards the portcullis up to Sauron's Road. Flip the lever and cut through some more Orcs until you reach the top of the hill. When you reach the flag, the objective ends and you get your next: Kill Frodo Baggins, Ringstealer!



NAZGÛL



As a backup to the Witch-king, you'll do the same as your leader. Lead the Troll away from the bridge, battle whatever Orcs block your path, pull the lever, and rush up the hill. The real fight begins in the next objective.

COOPERATIVE PLAY

WITCH-KING AND NAZGÛL

IF YOU CHOOSE TO DODGE THE TROLL, YOU DON'T EVEN NEED TWO PLAYERS, BUT YOU KNOW AT LEAST ONE WILL BE SAFE FROM THE TROLL'S LONG REACH. WHEN YOU FIGHT TOGETHER, THE ORCS WILL FALL LIKE REAPING WHEAT AND YOU'LL REACH SAURON'S ROAD.

OBJECTIVE 6: kill frodo baggins



WITCH-KING

One Hobbit stands in your way, but he's a wily and dangerous one. Make sure you clear some space between you and the road Orcs, then go after Frodo. He will be invisible, and armed with the potent Sting, so your first task is to locate him. Either spot his movements when he whips out Sting, or get close to where you think he is and let loose a Terror Quake. The area-effect blast will expose his position.



You have to "defeat" Frodo several times before the two-minute time limit expires. The first time is right by the flag close to where you start. After you deal enough damage to knock him down to two-thirds health, you will vanish and appear up the road. Fight Frodo next on the road before the Mount Doom entrance and drop the Hobbit to one-third health.



In the swirling vapors inside the heart of the volcano, Frodo is about to drop the One Ring into the fires and destroy it forever. Battle him here one final time. He will bring everything at you; be very careful he doesn't knock you over the edge with a Satchel Bomb or Blasting Powder. Counter with Terror Quake and Black Breath, or go for a series of melee combos to keep him stunned. Heap the last of the damage on the Hobbit and end his life to finish the objective.

NAZGÛL

You have a hard road ahead of you as the Nazgûl. Frodo can duel with the Witch-king and will prove a handful for your skills. As with the Witch-king, look to expose



his position and land a series of attacks to keep him stunned. If you have extra lives, try to do as much damage to Frodo as possible without worrying about defense. It's a race against the clock.

COOPERATIVE PLAY

WITCH-KING AND NAZGÛL

DOUBLE-TEAMING FRODO IS THE WAY TO GO. THE NAZGÛL SHOULD ENGAGE AND DRAW THE HOBBIT'S FIRE, WHILE THE WITCH-KING PREPARES A MASSIVE ATTACK TO DOOM THE LITTLE SCOUT. REPEAT THREE TIMES TO FORCE THE HOBBIT TO DROP THE RING BEFORE HE TOSSES IT INTO THE LAVA.

OBJECTIVE 7: get the ring



WITCH-KING

When the dust settles, you stand before the One Ring in the place where it was created. Grab hold of it for your master and win this day!



NAZGÛL

Stepping over the dead Hobbit's body, seize the Ring for the glory of Sauron! You have now saved Mount Doom and all of Mordor from a terrible outcome.



COOPERATIVE PLAY

WITCH-KING AND NAZGÛL

TOGETHER YOU CAN BASK IN THE SATISFACTION OF A VICTORY OVER THE HOBBIT AND HIS FOOLISH MASTERS WHO THOUGHT THEY COULD DESTROY THE ONE RING IN SUCH A RECKLESS FASHION. LONG LIVE SAURON!

❖ the ORC invasion of osgiliath

Rise of Sauron

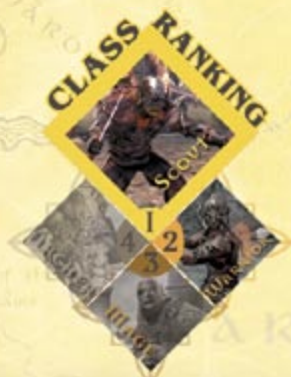
❖ the ORC invasion of osgiliath



LEGEND

- S Start
- 1 Objective 1
- 2 Objective 2
- 3 Objective 3
- 4 Objective 4
- 5 Objective 5
- 6 Objective 6
- M Mouth of Sauron
- F Faramir

OBJECTIVE 1: acquire the flare



SCOUT

This is in the running for easiest objective. You see the flare a few yards in front of you. Pick it up to complete the objective.



WARRIOR, MAGE, AND ARCHER



If you don't want to use the Scout to run the second objective, choose another class and prepare for more fun in a few seconds.

COOPERATIVE PLAY

SCOUT AND WARRIOR

THIS IS JUST GEARING UP FOR THE NEXT OBJECTIVE. THE SCOUT SHOULD GRAB THE FLARE. THE WARRIOR MOVES IN FRONT AND WILL RUN INTERFERENCE SOON.

OBJECTIVE 2: take the flare to forum square



SCOUT

This objective is a run for your life. Your goal is to carry the flare north the length of Osgiliath. Alas, the enemy Gondorians are plentiful and will try to stop you. While Cloaked, you are a little harder to spot, even though the flare's glow gives away your position. Hopefully, you can dodge and weave through the crowd, avoiding Archer fire from atop the central tower and sword slashes from Warriors as you run by. If they spot you, the Scout is most adept at rolling out of combat.



caution

Several Gondorian Archers line the central tower. Don't stop too long below them or they will wipe you out.



Run straight for the central tower with the ambush Archers atop, then veer right and run around the building and over the ruins. You'll spot a ballista ahead. If it's manned, it behooves you to stay Cloaked and move past it without detection. The pile of timber across the courtyard is your destination. When the timber ignites, you accomplish your objective.

WARRIOR

With all the Warrior's health, he's a strong candidate to carry the flare. The Warrior also can bust through enemies if he needs to put some space between sword blades and armor.



MAGE

The Mage might go down quickly if hit, but he can Heal. His Shield is also clutch against the ambush Archers atop the tower. Fire Wall will clear the path ahead of you; stand inside the flames if swarmed by enemies and look for a chance to break toward the timber pile.



❖ the orc invasion of osgiliath

Rise of Sauron

ARCHER

Battle back against the enemy Archers with an Archer of your own. If you're quick with your drawstring, you can eliminate enemies at various positions and force a hole through the defense.



COOPERATIVE PLAY

SCOUT AND WARRIOR

With the Warrior sprinting ahead, the Scout follows in his protective shadow. The Warrior hits any enemy groups like a bowling ball into pins, allowing the Scout to pass through. If things get dicey, especially around the enemy archers, the Scout cloaks and dashes the flare to the timber pile.

OBJECTIVE 3: defend the forum square



WARRIOR

For the upcoming battle, you want to switch to the Warrior if you can. You must defend most of the Forum area in the allotted time limit. It won't be easy because enemies pour out of the nearby basilica and the area is divided by a patch of ruins, so you have to split your attention to two areas at all times.

The Warrior can brush back enemies with Whirlwind Sweep, and his superior blocking skills can come in handy if you need to hold a little longer to complete the objective.



MAGE

Use Fire Wall on one side of the Forum, then run over to the other side and throw Lightning or Shockwave if enemies have penetrated deep into the circle. When Fire Wall is charged, hurl it and slide over to the other side. Repeat until the time limit ends.



SCOUT

You probably did the job getting here with the Scout, so he can take a breather. With so many enemies pouring in, your Cloak and Backstab are of limited effectiveness. Rely on Satchel Bomb and Blasting Powder if you plan to fight it out.



ARCHER

Stay back near the timber pile and pick off enemies as best you can. Use Fire Arrow as often as you can, and poison any group emerging from the basilica to slow their assault. If you need cover, the ruins in the middle provide relative safety.



COOPERATIVE PLAY

MAGE AND WARRIOR

The Warrior runs point at the top of the circle, while the Mage stays back near the timber pile and launches ranged attacks. The Mage should only step up when the Warrior needs a heal. When someone slips by the Warrior, the Mage should target them immediately to avoid problems.

INTRODUCTION • CHARACTERS & CLASSES • WAR OF THE RING

RISE OF SAURON

INSTANT ACTION • ACHIEVEMENTS & TROPHIES

OBJECTIVE 4: rally to the Battering Ram



MOUTH OF SAURON

At the end of the third objective, the Mouth of Sauron arrives on the scene to help your cause. When you're ready, run toward the basilica and head down the stairs into the central chamber. Foes will probably converge here. Destroy them with Barad-dûr Fury or a Fire Wall. The battering ram sits up the stairs on the other side of the chamber.



WEAPONS

- STAFF
- LIGHTNING

SPECIAL ABILITIES

- HEAL
- BARAD-DÛR FURY
- FIRE WALL

DESCRIPTION

THE MOUTH OF SAURON IS NOT LIKE OTHER MAGES. HIS MELEE ATTACKS ARE UNIQUE, AND HIS BARAD-DÛR FURY IS ACTUALLY A POWERFUL STAFF COMBO. CATCH A FOE WITH THE FULL BRUNT OF BARAD-DÛR FURY AND EVEN CAPTAINS WILL FALL. OF COURSE, HE STILL HAS THE ADVANTAGE OF OTHER MAGES, WITH A FIRE WALL THAT CAN HARM MULTIPLE ENEMIES AT ONCE AND A HEAL THAT CAN RETURN HIM TO FULL STRENGTH EVEN IF HE DECIDES TO CHARGE INTO THE MIDST OF HEATED COMBAT.

TIP

The Mouth of Sauron's fully charged Lightning attack deals a small amount of damage to the first target and then increases damage to each enemy it arcs. Use it against a group for maximum damage!

SCOUT



If you choose not to go with the Mouth of Sauron, the Scout will reach the battering ram unscathed. At full charge, you have enough energy for your Cloak to take you the entire run to the battering ram.

MAGE

Sear any stray enemies with Lightning or Fire Wall. Heal if you must, and make the short run to the battering ram to fulfill the objective.



WARRIOR

Follow the path through the basilica to the battering ram on the far side. Any enemy that comes between you and your objective gets a chunk of steel in the neck.



COOPERATIVE PLAY

MOUTH OF SAURON AND WARRIOR

YOU CAN PROBABLY COUNT THE NUMBER OF ENEMIES THAT WILL OPPOSE YOU ON THE SHORT RUN TO THE BATTERING RAM. WITH THE MOUTH AND A WARRIOR, THEY HAVE NO PRAYER. THE WARRIOR SHOULD FOCUS ON KEEPING ENEMIES OFF THE MOUTH OF SAURON, UNLESS THE MOUTH WANTS IT THAT WAY!

❖ the ORC invasion of osgiliath

Rise of Sauron

OBJECTIVE 5: clear the BRIDGE



MOUTh OF SAURON

To reach the Gondorian fortress and bust in its gate, you first must clear the bridge and all its hostile defenders. The Gondorians will charge the battering ram even as you arrive. Use your Lightning frequently, because the Mouth's version does even more damage as it arcs from opponent to opponent. Drop Fire Walls when enemies collect around the battering ram, and the Mouth can even move into melee with his Barad-dûr Fury attack that slams normal enemies quickly.



Once you clear the first wave of enemies, the battering ram will slowly start moving up the rise and then out over the bridge. There are several barricades blocking its path. Burn them with Fire Wall and try to catch stray enemies in your fire circles. Continue to follow the battering ram up one side and then the other as you barrage the defenders with Lightning. When you reach the gate and no Gondorian stands, the objective is complete.

MAGE

You have the same plan as the Mouth of Sauron, except no jumping into melee combat for you. Use a Heal whenever you or nearby allies are injured in the chaos.

ARCHER

Trail the battering ram and push up along the sides when you see a clear path. You want to get good angles on approaching enemies and clip them with Multi-Arrow and Poison Arrow. Save your Fire Arrows for the barricades.



WARRIOR



Lead the charge and stay out in front of the battering ram. Your fire attacks can burn down the barricades. If you meet the large groups and take them down quickly, the battering ram will roll along. At the end of the bridge, after you smash the last enemy, the battering ram crashes into the gates to finish off the objective.

COOPERATIVE PLAY

MOUTh OF SAURON AND WARRIOR

UNLIKE IN SOLO PLAY, THE WARRIOR DOESN'T LEAD THE CHARGE WHEN TEAMING UP WITH THE MOUTh OF SAURON. LET THE MOUTh DO MOST OF THE DESTRUCTION. THE WARRIOR'S JOB IS TO KILL ENEMIES AROUND THE BATTERING RAM AND DEFEND THE MOUTh FROM ANY ATTACK, ESPECIALLY THOSE SNEAKY ENEMY SCOUTS.

INSTANT ACTION • ACHIEVEMENTS & TROPHIES

RISE OF SAURON

INTRODUCTION • CHARACTERS & CLASSES • WAR OF THE RING

OBJECTIVE 6: kill faramir



MOUTh OF SAURON

Sauron has asked you to dispose of the current lord of Osgiliath, Faramir. First you must battle through some more Gondorians in the fortress courtyard. Fire Walls and Barad-dûr Fury will do the trick. Look for the ruined staircase on your left. Battle up that to reach Faramir on the platform above.



Faramir can prove deadly if you let him get in close; he has a tendency to hit for multiple combos, and he hits hard. Move around him in a circle. Drop Fire Wall at his feet, or between you and him if he's charging at you, and hammer him with Lightning while recharging your other spells. Brush him back with Barad-dûr Fury, but don't think you can go toe to toe with him in a melee competition. Whenever you're wounded, move away and Heal. Eventually, the once-mighty Warrior will die.

WARRIOR

Think you can take on a Warrior just as good or better than you? You'll have to be at the top of your game to out-combo him. Block often when he winds up, and counterattack if you can. Don't try Flame of Fury unless you are absolutely sure it's going to land, though Whirlwind Sweep can back Faramir off while you come up with a new plan.



SCOUT

Don't try to fight him directly. Go in Cloaked and try for an ambush, throw Satchel Bombs at him, or catch him off guard with Blasting Powder. Do what you can to survive and damage him. When you get in trouble, Cloak and come at him from a different angle.



MAGE

Follow the same course as the Mouth of Sauron, though you had better hope you have enough extra lives to withstand a couple of deadly assaults from Faramir.



COOPERATIVE PLAY

MOUTh OF SAURON AND MAGE

Twice as much healing should outlast Faramir's hefty damage. The Mouth takes the offensive, while the Mage concentrates on healing and throwing a Fire Wall once in a while. After a minute or two, your fire and Lightning will down the would-be ruler of Osgiliath.






❖ the sacking of minas tîrith

Rise of Sauron

❖ the sacking of minas tîrith



LEGEND

-  Start
-  Objective 1
-  Objective 2
-  Objective 3
-  Objective 4
-  Objective 5
-  Objective 6
-  Objective 7
-  Saruman

OBJECTIVE 1: capture the courtyard



MAGE

With Minas Tirith under siege, your first objective is to capture the Courtyard on the level above your starting point. Let the hulking Troll and your Orc allies trudge up the stairs in front of you first. The stairs lead to an opening 50 feet from the capture point.





The Troll will do the heavy fighting. Support with Lightning and Fire Walls to burn any enemies lingering in the capture area. As the Troll and your Orc allies battle at the far end of the Courtyard, step into the near side of the capture circle and begin to flip it. If the meter pauses, you know an enemy has entered the circle. Figure out which enemy that is, and remove him with your ranged attacks. With a little persistence, the Courtyard will be yours.

ARCHER

Follow the same plan as the Mage. Support the Troll with Fire Arrows to disrupt enemies trying to gang up on it. Poison Arrow will slow any enemies heading your direction, while Multi-Arrow can silence multiple guards in the capture circle.



WARRIOR

Fight side by side with the Troll, just don't get in his way. Seize the capture area by brute strength. Cut down the regular Gondorians with combos, and if a Captain shows up, flame up your Sword.



SCOUT

No sense in getting yourself dirty. Let the Troll run point as you sit on the capture area Cloaked. If the enemy doesn't think the capture point is in danger, they'll concentrate on the Troll and allow you to flip it unopposed.



COOPERATIVE PLAY

MAGE AND ARCHER

YOU ALREADY HAVE A GROUND FORCE WITH THE TROLL AND ORC ALLIES. SPLIT OUT TO EITHER SIDE IN THE COURTYARD AND UNLOAD WITH YOUR RANGED ATTACKS ON THE LARGEST ENEMY GROUPS. IF AN ENEMY GOES AFTER THE TROLL, PICK THEM OFF OR ADD DAMAGE SO THEY GO DOWN FASTER. ONCE THE COURTYARD IS CLEAR, YOU BOTH STEP INTO THE CAPTURE CIRCLE AND COMPLETE THE OBJECTIVE IN A MATTER OF MOMENTS.

OBJECTIVE 2: steal the crown of gondor



MAGE

Your second objective involves stealing the Crown of Gondor in the chamber past the long walkway to the west of the Courtyard capture point. Again, allow the Troll to forge ahead. Heave your Fire Walls ahead of the Troll; together your fire and the Troll's massive paws will sweep aside any enemies on the long walkway.



tip

If the first Troll dies in an assault, wait for a few minutes and another will spawn near the starting area to assist you.

❖ the sacking of minas tirith

Rise of Sauron



Enter the arch at the end of the walkway and deal with the enemies inside. The Gondorians are outmatched. They have to squeeze down a tight corridor to get at you, and one Fire Wall swallows the floor wall to wall. At the end of the corridor, the Crown rests on a dais in

the next room. Snatch it to fulfill the second objective.

ARCHER

If it worked for the Mage, it should work for you. Ride the power of the Troll up to the arch, then use your special arrows to clear the corridor that leads to the Crown. Save a Multi-Arrow for when you enter the Crown room, pop anything that moves and then grab the Crown.



SCOUT

No fighting is involved for the Scout, unless your Cloak fails you. Pass by the enemies invisibly and nab the Crown. If you want to go the stealth route for this and the next objective, the Scout actually becomes the top class.



WARRIOR

Work with the Troll and bounce from enemy group to enemy group as you slowly cut through the resistance. If you're patient, you can systematically remove the threats and walk up to the Crown.



COOPERATIVE PLAY

MAGE AND ARCHER

EACH RANGED EXPERT PICKS A SIDE OF THE WALKWAY. ADVANCE SLOWLY BEHIND THE TROLL AND CONTINUE TO LET LOOSE PROJECTILES. THE AMOUNT OF AREA-EFFECT COVERAGE WILL BLANKET THE ENEMY ATTACK. CONTINUE THE BARRAGE UNTIL THE CROWN RESTS ON YOUR BACK.

OBJECTIVE 3:

deliver the crown to the nazgûl



SCOUT

The Scout can get the Crown to your Nazgûl boss the quickest and with the least amount of hassle. Recharge in the Crown room and Cloak with full energy. While invisible, exit the chamber out the far passage and turn right. A barricade blocks the stairway leading toward the rendezvous point. Toss a Satchel Bomb to burn it to a crisp.





Beast. Deliver the Crown into the Nazgûl's bony hands and you complete another objective.

WARRIOR

With a goodly amount of health and the ability to build up to a sprint quickly, the Warrior can reach the Nazgûl quickly, too. A jab with any fire attack burns the barricade, and a few Sword swings may be necessary as you climb the steps to your Nazgûl master.



MAGE

Lightning and Fire Wall will blast through the enemies (and barricade) to reach the stairs. If you get low on health, Heal and make a run for the Nazgûl.



ARCHER

Take it slow and pick off enemies from atop the stairs. Fire Arrow can clear a path, and if you feel the enemies are growing too quickly, strike the largest group with a Poison Arrow and try to out-race them to the Nazgûl.

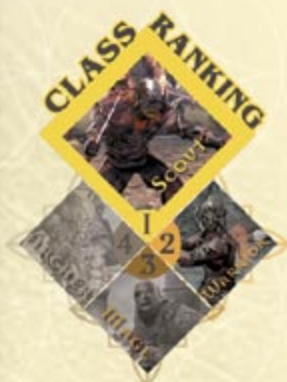


COOPERATIVE PLAY

SCOUT AND WARRIOR

THE WARRIOR GOES FIRST AND CHOPS THROUGH ENEMIES OUTSIDE THE CROWN ROOM AND BURNS DOWN THE BARRICADE WITH HIS FIRE SWORD. THE SCOUT CLOAKS AND CARRIES THE CROWN SAFELY. WHEN A LARGE GROUP ATTACKS, THE WARRIOR ENGAGES AND THE SCOUT SLIPS BY TO CALMLY DELIVER THE GOODS.

OBJECTIVE 4: rally at the stairs



SCOUT

This one is another easy travel objective. Run through the doorway near the Nazgûl. Dart across the inner chamber and a secret door opens on the far side of the room to bring you back to the starting area. Just like that you've completed the fourth objective.



WARRIOR

The Warrior won't have any problems with the short run, either. He's also well equipped if a few enemies show up inside and a little melee combat takes place.



❖ the sacking of minas tirith

Rise of Sauron

MAGE

Heal up near the Nazgûl, then move inside. Throw a Fire Wall into the middle of the room and run through it as a defensive precaution. Lightning can sizzle any enemy still causing you a problem.



ARCHER

Run through the room to the secret door as quickly as you can. Only draw your arrows if you have to remove a threat to complete the objective.



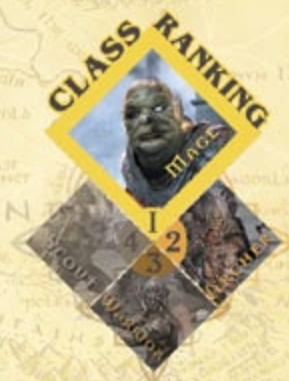
COOPERATIVE PLAY

SCOUT AND WARRIOR

CONTINUE WHERE YOU LEFT OFF BEFORE. THE SCOUT CAN REACH THE SECRET DOOR INVISIBLY OR TURN AROUND AND ASSIST THE WARRIOR IF ENEMIES DECIDE TO FORM A BLOCKADE.

OBJECTIVE 5:

clear a path for the Battering Ram



MAGE

Now that you've looped back around to the starting area, you'll want to head to the back of the Courtyard and head east toward your battering ram. Follow your Orc allies, and hopefully a Troll, as they charge against the Gondorians surrounding the battering ram.

Lend aid with Fire Walls, Lightning, and Heals when you see the green plus sign floating above allies' heads.



As with previous battering ram challenges, you must destroy the barricades blocking its path so that it can roll forward. Fire Wall does this and more, as it may catch a few enemies as it flares out. Continue to support with Lightning and Heal until you've burned a path for the battering ram to knock in the doors to the city's top-most level. Saruman will join you here, and you've completed the fifth objective.

ARCHER

Your strategy is the same as the Mage's. You don't have healing, but you can make that up by dealing extra damage to offending enemies. Save your Fire Arrows for the barricades and you'll make quick progress.



WARRIOR

Fire Sword ignites the barricades, and any number of your special attacks can topple the Gondorians. Safeguard the battering ram as it climbs to the upper-level doors. It won't matter how low you get on health if you complete



the objective; Saruman arrives and he's at full health to begin the next objective.

SCOUT

Stick very close to the battering ram and slice through enemies that try to impede it. If it's just a single foe, Cloak and go for the backstab.



COOPERATIVE PLAY

mage and warrior

THE MAGE HANDLES THE BARRICADES WITH FIRE WALL AND HEALS FROM THE REAR. THE WARRIOR WALKS AHEAD OF THE BATTERING RAM AND SWEEPS ASIDE POTENTIAL THREATS. ONCE YOU QUELL THE FIRST WAVE OF ENEMIES, THE BIGGEST DANGER MAY BE GETTING RUN OVER BY THE BATTERING RAM.

WEAPONS

- STAFF
- LIGHTNING

SPECIAL ABILITIES

- HEAL
- ISENGARD BLAST
- FIRE BALL

SARUMAN

DESCRIPTION

SARUMAN MAY RESEMBLE GANDALF WITH ONE MAJOR DIFFERENCE: HE HAS THE POTENTIAL TO DEAL MORE DAMAGE. WHERE GANDALF AND MAGES IN GENERAL CAN HARM MULTIPLE FOES WITH THEIR AREA-EFFECT FLAMES, SARUMAN'S FIRE BALL HAS A TIGHTER FIRING ARC AND ERUPTS FOR MORE DAMAGE IF YOU STRIKE YOUR TARGET. HIS ISENGARD BLAST MATCHES GANDALF'S YOU SHALL NOT PASS! ABILITY, AND WHEN HE LOSES HEALTH, A HEAL CAN BRING HIM BACK UP TO FULL. ALSO, IF HE PERFORMS MELEE ATTACKS AND LAUNCHES A FIRE BALL, IT WILL TARGET THE PERSON HE WAS ATTACKING.

tip

Saruman is very powerful against single enemies. He has a high-damage Fire Ball, and his Lightning does much more damage to one target when charged.

OBJECTIVE 6: Burn the white tree



SARUMAN

The newly resurrected Saruman gets to let his rage out on the men who once thought they could end his reign. From the broken gates near the battering ram, enter the corridor ahead and turn left up the stairs. These lead up to the open courtyard atop Minas Tirith. The White Tree grows near the fountain in the center.



There are hundreds of Gondorians guarding the area! It's time for some fancy footwork as you toss Fire Ball after Fire Ball at the White Tree. Once you get the tree burning, it will take four or five Fire Ball hits to char it to the ground. Continue avoiding Gondorian groups, using your Lightning and Isengard Blast to keep them at bay.



MAGE

No doubt you will have to Heal a few times in this fight. With so many troops, it's difficult to approach the tree for long. Luckily, you can arc your Fire Wall several times to destroy the White Tree.



❖ the sacking of minas tirith

Rise of Sauron

ARCHER

Again, range is key in this fight. Stay near the perimeter so it's harder for the Gondorians to swarm you. Let loose a Fire Arrow into the tree, fire Multi-Arrow and Poison Arrow on defense while waiting for the Fire Arrow to recharge, then launch the Fire Arrow again. Keep at it until the White Tree burns to the ground.



WARRIOR

You will have heavy battle duty on this objective. Cut through the guards to reach the tree and ignite it with a fire attack. Move around the fountain constantly to avoid a swarm situation. Several strikes against the White Tree should complete the objective for you.



COOPERATIVE PLAY

SARUMAN AND MAGE

DOUBLE HEALING KEEPS YOU HEALTHIER THAN IF YOU WERE PLAYING SOLO, AND TWICE THE FIREPOWER MEANS THE WHITE TREE BURNS THAT MUCH FASTER. A SHOCKWAVE AND ISENGARD BLAST timed together will give you lots of space to load up new attacks.

OBJECTIVE 7: capture the throne room



SARUMAN

You have one final objective to go: Seize Minas Tirith's Throne Room. The strongest of Minas Tirith's defenders, several Captains, hold the area; it won't be easy.



Let some of your Orc allies press into the Throne Room ahead of you. Once they engage, begin heaving Fire Balls at the Captains to blast them back and inflict heavy damage. Lightning,



and even an Isengard Blast once you reach the capture circle, adds to the damage total. If more than one enemy attacks you, Saruman has the option of retreating back out the only door to assault with

Fire Balls at range. Even if all the Captains haven't fallen, you win if you control the capture point and flip the flag.

WARRIOR

You'll head in with the Orc charge to seize the capture point. Whirlwind Sweep is best at knocking enemies out of the capture circle. Don't necessarily go for kills; you just want to hold the capture point long enough for victory.



SCOUT

The Scout can lend a Backstab or two to the cause. Even better, Cloak and enter the capture circle. Watch the capture meter. If it freezes, look for an enemy inside the circle and eliminate him or drive him back outside the circle. Keep at this until you flip the flag.



MAGE

You can die very quickly at the hands of one of the Gondorian Captains. Rather than face that end, stay near the doorway and throw your ranged attacks into the room. Retreat out onto the grass and open space if enemies come after you. It will take a while because you're probably going to have to kill all the Captains to finally enter the Throne Room and stand in the capture area long enough to gain control.



COOPERATIVE PLAY

SARUMAN AND WARRIOR

With a bodyguard, Saruman is free to act more aggressively and plow through the enemy in even less time. Alternatively, Saruman can stand near the doorway and bombard the Throne Room, while the Warrior enters the capture area and tries to hold it. The mighty city will fall—it's only a matter of minutes.



❖ the black pit of moria



LEGEND

- S Start
- 1 Objective 1
- 2 Objective 2
- 3 Objective 3
- 4 Objective 4
- 5 Objective 5
- 6 Objective 6
- 7 Objective 7
- 8 Objective 8
- 9 Objective 9
- 10 Objective 10
- B Balrog
- G Gimli

OBJECTIVE 1: rally in the mines



MAGE

You begin at the Balrog Altar in the main chamber of Moria. Head north through the open passage, move along the ledge (without falling over the brink!), and climb one of the ladders on the far cliff wall. That's it; you've accomplished the first objective.



ARCHER

Follow the same path as the Mage. The class you want to use in the second objective is the class you'll want to select for this objective, too.

WARRIOR

There's no fighting in this first objective. Take it nice and easy so you don't fall over the ledge and waste a life.



SCOUT

Your time to shine as the Scout will come later in the level. The first battle is a bit tougher for the Scout, so it's only recommended you start out with him if you want that challenge.



COOPERATIVE PLAY

MAGE AND ARCHER

IT DOESN'T MATTER WHICH PAIRING TO START WITH ON THIS FIRST OBJECTIVE. IT'S IN PREPARATION FOR OBJECTIVE 2.

OBJECTIVE 2: capture the mines



MAGE

From the plateau you just reached with the Mage, the capture area lies down a ramp to your left. Let your allies move down and engage first. Watch for where the enemies gather and arc a Fire Wall down on top of them. When you aren't burning them out, fire Lightning down into their midst. As the Gondorians thin, move down and stand in the circle. As you start to flip the flag, concentrate your Fire Wall on the second ramp to your right, where Gondorian reinforcements will arrive. A continuous assault of Fire Wall and Lightning, plus a Shockwave if necessary, will keep the reinforcements back and capture the objective for you.



ARCHER

Try the same attack plan as the Mage. Rely on Fire Arrow to break up the enemy groups and Multi-Arrow to increase casualties. When the reinforcements arrive, Poison Arrow will slow them down and allow your allies to gang up on threats.



WARRIOR

Lead the rush with your allies to seize the capture area. String some melee combos together to gain energy, then turn that energy loose with your fire Sword attacks. Whirlwind Sweep will drive the Gondorian reinforcements back and hold the circle for your side.



❖ the black pit of moria

Rise of Sauron

SCOUT



Rather than risk bodily harm in the thick melee, throw some Satchel Bombs at first. When the crowd thins, you can enter the capture circle and pick off select enemies to gain control and win the objective.

COOPERATIVE PLAY

MAGE AND ARCHER

THERE'S NO NEED TO ENTER THE CAPTURE AREA UNTIL THE MAGE'S AND ARCHER'S RANGED DAMAGE HAS OBLITERATED THE FOES. YOU CAN EVEN DESTROY REINFORCEMENTS FROM THE INITIAL RAMP IF YOU SO CHOOSE. WHEN THE ENEMY SEEMS TO HAVE LITTLE FIGHT LEFT, RUN DOWN AND FLIP THE FLAG WITH RANGED ATTACKS AT THE READY.

TIP

There are several locations around the mines where you can play a Troll. Take advantage of the Giants, who can do tremendous damage to the much smaller Gondorian enemies.

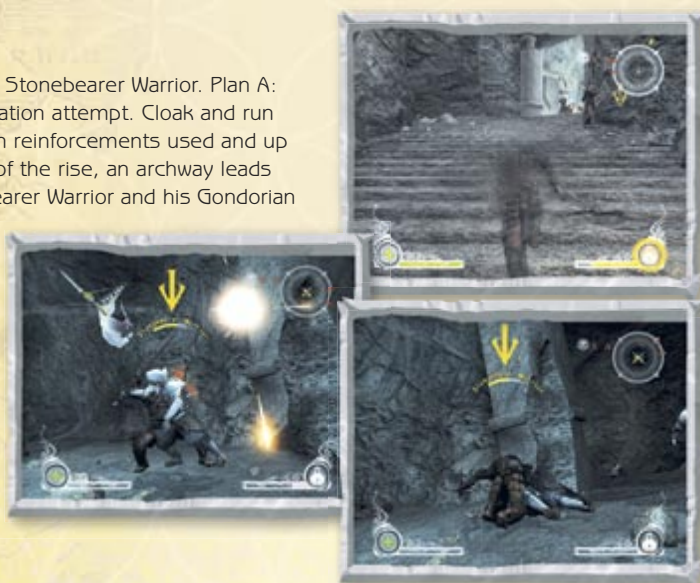
OBJECTIVE 3: kill the stonebearer warrior



SCOUT

There are two attack plans for the Stonebearer Warrior. Plan A: Send in the Scout on an assassination attempt. Cloak and run down the ramp that the Gondorian reinforcements used and up the ledge to your left. At the top of the rise, an archway leads into an open cavern. The Stonebearer Warrior and his Gondorian henchmen are there.

Staying Cloaked, circle the perimeter and avoid all the men. Come in from behind the Stonebearer Warrior. Hopefully one of your allies has drawn his attention. If he's not moving around quickly, it's much easier to line up the Backstab. If you catch him with your deadly attack, you end the objective with a single stroke.



MAGE



Plan B starts out with the Mage. The Scout is an excellent option; however, if you miss, the Stonebearer Warrior may make mincemeat out of the Scout. If you go in with the Mage, you can play it safer. Line the cavern with Fire Walls, especially between you and the Stonebearer Warrior, and you'll force him to attack you through the flames and take serious damage. Lightning adds to his wounds. When he nears, use Shockwave and then repeat the process until he's dead.

ARCHER

You don't have quite the area-effect damage as the Mage. It will take longer, but you still want to follow the Mage's attack strategy.



WARRIOR

The toughest approach is the Warrior's straight-on combat. Go Sword to Sword with the Stonebearer Warrior, and look for every opportunity to punish him from the flank or back. Remember to block often and counterattack.



COOPERATIVE PLAY

SCOUT AND MAGE

COMBINE PLANS A AND B FROM SOLO PLAY. THE SCOUT GOES IN CLOAKED AND ATTEMPTS A BACKSTAB. THE MAGE STANDS BY READY TO HEAL AND DROP FIRE WALLS FOR SUPPORT DAMAGE. ONE OF THE TWO APPROACHES WILL SLAY THE STONEBEARER WARRIOR.

OBJECTIVE 4: acquire the Balrog stone and kill 20 gondorians



WARRIOR

When the Stonebearer Warrior dies, he drops the Balrog Stone nearby. Pick it up to fulfill the first half of this objective. The Balrog Stone gives an extra oomph to your attacks, blasting out a wall of fire around you. The area-effect killing power of the Stone makes melee classes absolutely formidable, and the Warrior will dispatch 20 Gondorians very quickly to finish the second half of the objective.



SCOUT

With the power of the Balrog Stone, the Scout has little to fear in melee combat. The Gondorians will come to you in the Stonebearer chamber. Wait for them to arrive and obliterate appropriately.



ARCHER

Multi-Arrow notches three kills; Fire Arrow may, as well. And your single arrow shots will steadily break the kill total to 20. Move around to avoid damage and you'll be fine.



MAGE

Your standard attack practices work fine against the Gondorians. If you find the Gondorian reinforcements slow to arrive, you can kill Gondorians anywhere on the level to earn the 20 kills need to complete the objective.



COOPERATIVE PLAY

WARRIOR AND SCOUT

WHICHEVER OF THE TWO HAS THE BALROG STONE SHOULD TAKE ON THE LARGE ENEMY GROUPS WITH HIS AUGMENTED BALROG STONE POWER. THE OTHER SHOULD TAKE OUT ANCILLARY FOES AND LEND SUPPORT IN THE UNLIKELY EVENT THAT ENEMIES GET THE DROP ON THE STONE CARRIER.

❖ the Black pit of moria

Rise of Sauron

Objective 5: Bring the stone to the altar



SCOUT

Cloak and descend the stairs that lead from the Stonebearer's chamber to the central chamber where you started. Avoid the Gondorians and simply run the Balrog Stone back to the altar.



WARRIOR

You won't have invisibility going for you, so the Warrior will have to smash and blast his way through the Gondorians flocking around the altar. When you see an opening, make a dash to deliver the Stone.



MAGE

Carry the Stone and Heal any time you sustain damage. Fire Wall can open up a large hole in the defense; when you see the altar, run for it to complete the objective.

ARCHER

Twang Fire Arrow and Poison Arrow at enemies that converge on you. Continue forward from the Stonebearer chamber until you reach the Balrog Altar with the Stone.



COOPERATIVE PLAY

SCOUT AND WARRIOR

IDEALLY, THE SCOUT HAS THE STONE AND CLOAKS HIMSELF. IF SO, THE WARRIOR SHOULD KEEP PACE WITH THE INVISIBLE SCOUT AND HACK ANYTHING THAT GETS BETWEEN THE SCOUT AND THE ALTAR. IF NOT, THE PAIRING HAS SOME BATTLING TO DO BEFORE REACHING THE ALTAR.

Objective 6: Destroy Balin's tomb



TROLL

You're back at Balin's Tomb, only this time you want to destroy it instead of protect it. A large Troll sits near the Balrog Altar, and there's no bigger body you'd rather have in the coming brawl. Control the Troll and lumber over to the tomb doors.

Smash them in and then have at the Gondorian guards inside.





The Troll can smack around loads of enemies with its long reach. It can also grab and throw enemies, though you won't need to do that as much in here when you can just sweep enemies

aside. Bash the pestering enemies out of your sight, then hammer down on the tomb. With the Troll's great strength, it only take two or three hits to destroy Balin's Tomb.

SCOUT



Cloak and enter the tomb unseen. Walk along the left wall and up the stairs to the balcony with the ballista. Backstab any guard milling about the ballista, man the heavy weapon, and launch a few explosive bolts at the tomb. It won't last long.

WARRIOR

If you can make it to the ballista, it may speed up the fight; however, there are many bodies in an enclosed space, so you might end up in melee, like it or not. You can also destroy the tomb effectively with Flame of Fury or Fire Strike.



MAGE

Toss Fire Wall around and Lightning to dispatch survivors of your flames. Shockwave deals the most damage to the tomb. Continue alternating your attacks on it until Balin's Tomb is no more.



COOPERATIVE PLAY

TROLL AND MAGE

THE TROLL CAN DO IT ALL ON ITS OWN. THE MAGE ASSISTS WITH HEALING AND SOME SUPPORT DAMAGE. WHILE THE TROLL POUNDS ON THE TOMB, RING IT WITH A FIRE WALL FOR GOOD DEFENSE.

OBJECTIVE 7: kill the stonebearer mage



SCOUT

For the first part of this objective, you definitely want the Scout. Cloak and exit Balin's Tomb through hole in the wall that connects to the winding stairways. If you recall, these bridges led down to the Troll Prison in "War of the Ring" Mines of Moria. It's same here, and the invisible Scout should slip by everyone and open the prison with a pull of the nearby lever. You now have Trolls fighting on your side.



Follow the Trolls up the stairs to the bridge area where the Stonebearer Mage waits. Cloak and slink around the pillars until you see the Mage's exposed back. Pounce on him and complete the objective with a Backstab.

❖ the black pit of moria

Rise of Sauron

TROLL

When the Trolls are released from the prison, you can smash through the Gondorian guards as you seek out the Stonebearer Mage. Once you spot the Mage, tower over him and pound away. It's kill or be killed time.

He may use Fire Wall and Lightning, but your double fists will out-damage him if others don't join in.



WARRIOR

Ride the wave of your allies as they press up the steps toward the Stonebearer Mage. Let the Trolls bash him around if they can, while you maneuver around the pillars for your best shot at the Mage. When his Shield goes up, he can't attack. Charge in and keep him off balance. A continuous assault will do the trick.



tip

If the Stonebearer Mage causes you difficulties, forget about damaging him. Knock him over the edge into one of Moria's many chasms instead.

MAGE

Burn a path through the Gondorian guards and look for the Stonebearer Mage near the Bridge. It's a Mage vs. Mage competition, and with your experience, you should know when to throw your Fire Wall, when to erect your Shield, and when to strike him down with Lightning. To really throw him off his game, jump next to him and Shockwave.



COOPERATIVE PLAY

SCOUT AND TROLL

THE SCOUT RELEASES THE TROLL FROM THE PRISON. THE TROLL MARCHES UP THE STAIRS AND POUNDS THE GONDORIANS. THE SCOUT CAN PROBABLY REACH THE STONEBEARER MAGE FOR A BACKSTAB WHILE THE MAGE IS BUSY DEFENDING HIMSELF AGAINST THE MAMMOTH TROLL.

OBJECTIVE 8: acquire the second Balrog stone



SCOUT, WARRIOR, MAGE, OR ARCHER

The Stonebearer Mage relinquishes the second Balrog Stone near his corpse. Pick it up and ready yourself for the second half of the objective: Kill 25 Gondorians. Use the same attack principles as with the first Balrog Stone in Objective 4.



COOPERATIVE PLAY

SCOUT AND WARRIOR

IT DOESN'T MATTER WHAT PAIRING YOU HAVE FOR THIS OBJECTIVE, SO LONG AS YOU CAN HANDLE SLAUGHTERING 25 GONDORIANS TOGETHER. YOU DO WANT TO PREPARE, HOWEVER, FOR NEXT OBJECTIVE. IT'S A GOOD IDEA TO USE THE SCOUT TO GRAB THE STONE AND THE WARRIOR AS BODYGUARD.

OBJECTIVE 9: BRING the stone to the altar



SCOUT

As the Scout, you can bring the second Stone to the altar without ever being touched. Cloak and run across the bridge, up the stairs to the original Stonebearer chamber, then down into the central chamber where the altar is located. Of course, you may need to slay a few more Gondorians to reach the 25 total from last objective, but that's okay. You must kill the 25 before you can return the Stone, so it doesn't matter if you do it earlier or later in the journey.



WARRIOR

Basically, the strategy is the same for the Warrior as the Scout. Run to deposit the Stone at the altar if you have all 25 Gondorian kills. If not, bash some heads, then run the distance.



ARCHER

He follows his buddies. Run to return the Stone if you already have the 25 Gondorian kills.



MAGE

As with the Scout and Warrior, pick up whatever Gondorian kills you need along the way to the altar. When you see an opening through the defenses, take it and return the Stone as soon as you can.



COOPERATIVE PLAY

SCOUT AND WARRIOR

INVISIBLE OR WITH BLADES SHINING, YOU CAN FULFILL THE OBJECTIVE HOWEVER YOU LIKE, EASY OR HARD. EITHER MAKE AN ALL-OUT RUN OR TAKE IT SLOW AND CUT DOWN THE ENEMY RESISTANCE.

OBJECTIVE 10: KILL gimli



BALROG

When you deliver the second Balrog Stone, you resurrect the almighty Balrog itself! You get to play with its awesome power, whether it be reaping foes with your Flame Sword or razing them with Breath of Morgoth. All that remains to win the day is to kill one more foe: Gimli. Balrog vs. Dwarf may seem like a mismatch, but he's a lot more difficult than appearances would suggest.



❖ the black pit of moria

Rise of Sauron

THE BALROG



DESCRIPTION

THE BANE OF MORIA RETURNS FOR A REMATCH. ONCE THOUGHT DESTROYED BY GANDALF AND COMPANY, THE BALROG HAS ARISEN TO RETAKE MORIA WITH THE FORCES OF SAURON. ITS HUGE FRAME CAUSES MOST ENEMIES PROBLEMS. FORCED TO GET IN CLOSE TO DEAL DAMAGE, ENEMIES OPEN THEMSELVES TO THE BALROG'S DEADLY FLAME SWORD AND MASSIVELY POWERFUL BREATH OF MORGOTH. WITHOUT GANDALF, WHAT HOPE DO THE FORCES OF GOOD HAVE?

WEAPONS

- FLAME SWORD

SPECIAL ABILITIES

- TRAMPLE ATTACK
- BREATH OF MORGOTH
- VALARAUUK SMASH

tip

The Balrog's Valaraukar Smash is an area-effect attack that knocks all affected off their feet. Follow up with a Trample Attack or Breath of Morgoth to roast alive any who still breathe.



First, remove some of the extraneous threats. Sweep aside the nearby Gondorians with your Flame Sword or Valaraukar Smash. Track Gimli's movements; he can only damage you a lot in melee. He will throw Satchel Bombs at you,

but your abilities will dominate him if that's all he can do against you. So long as you avoid his Longbeard Pound attack, you will bring him down through a series of nasty burnings and smashings.



MAGE



If the Balrog should fall, it'll be up to the Mage next. Throw Fire Walls on top of Gimli, and use Shockwave when he charges you. Heal if necessary, and singe him with Lightning while your other abilities recharge. You might not have the power of the Balrog, but you do have the power of the Mage, which is enough to kill the Dwarven Lord.

ARCHER

Because Gimli can hurt you so well in melee, your next approach should be with the Archer. Keep him at range with your attacks, and save Fire Arrow to blast him backward whenever he reaches melee range. As with the Mage, continue your consistent damage to relieve him of Moria once and for all.



WARRIOR

It'll be a real tussle as the Warrior and Gimli crack heads. A fire sword against a fiery axe makes for some great fireworks, and the Warrior can come out on top if he blocks effectively and counterattacks with style and force.



COOPERATIVE PLAY

BALROG AND MAGE

THE MAGE HANGS OUT BEHIND THE BALROG AND HEALS WHENEVER NECESSARY. THE BALROG DOES THE REST. GIMLI WOULD BE SMART TO GO AFTER THE MAGE FIRST. IF HE TRIES THIS, USE SHOCKWAVE TO PUSH HIM AWAY AND THEN RETREAT SO THAT GIMLI MUST PASS THROUGH BALROG ATTACKS TO REACH YOU AGAIN. MISTAKES LIKE THAT WILL END THE DWARF'S HOLD ON MORIA in minutes.

INTRODUCTION • CHARACTERS & CLASSES • WAR OF THE RING

RISE OF SAURON

INSTANT ACTION • ACHIEVEMENTS & TROPHIES

❖ The assault on weathertop



LEGEND

- | | | | |
|-------------|-------------|-------------|---------|
| Start | Objective 2 | Objective 4 | Aragorn |
| Objective 1 | Objective 3 | Saruman | |

❖ the assault on weathertop

Rise of Sauron

OBJECTIVE 1: destroy the gondorian emplacements



MAGE

You begin on a short hill amidst a tremendous battle around Weathertop. Gondorians swarm the open plains. Ents charge out from the enemy strongholds. Eagles dive out of the sky and hunt for meals. Enemy catapults arc fiery death down on the unwary. Factor in all these elements, and plan accordingly when you spot a threat.



caution

All the stops are out on this battlefield! Besides the normal Gondorians, you have to contend with Ents, Eagles, and even catapult missiles everywhere you go. Keep your eyes high to watch for these threats.



There are five emplacements to destroy for this first objective. The first two armory tents lie directly in front of you as you exit the starting hill. Gondorians guard the field around the tent. Don't approach too closely. Rather, keep launching Fire Walls to burn down the tents.



When the first two emplacements are nothing but cinders, turn to your right and spot the other three emplacements on the far side of the wide-open stretch of land. Tread carefully through here. Enemy Gondorians and Ents patrol constantly, and

enemy Eagles swoop down out of the sky over this area.

The middle of the three remaining emplacements turns out to be a catapult out on the field. Lob Fire Walls on top of it; use Shockwave and Lightning on any enemies that challenge you.



Even as the catapult rubble burns to the ground, turn to the northwest (to your right if you're facing the destroyed catapult) and look up at the top of the hill. You should see a second catapult. It's heavily guarded, and there's not much room up there to maneuver, so play it safe and throw Fire Walls over the rocks and onto the catapult from down below to wipe it out.



The last emplacement is the one most heavily guarded near the foothills of Amon Sûl. Turn around from burning the second catapult and head for the rise after the rock wall on your right. Usually the fighting is hot and heavy on this rise at the base of Amon Sûl. Dodge the

Ent and Troll slugfest and look for the last supply tent around the corner. Two or three guards stand vigil; however, you'll have one Fire Wall on it before they notice, and a second should burn it down before the guards get hold of you. With all five emplacements destroyed, you complete the first objective.

ARCHER

Follow the same gameplan as the Mage. Save your Fire Arrows for the emplacements. Use Poison Arrow and Multi-Arrow on defense.



WARRIOR

As the Warrior, you will have to touch the emplacements to burn them down. Prepare for lots of fighting, from Gondorian Grunts up to the towering Ents. Your fire attacks should go toward the emplacements, Ents, and any group that surrounds you.



SCOUT

The good news is you can Cloak and avoid a lot of the madness out in the field. The bad news is you still have to get relatively close to the emplacements to destroy them. Lob two or three Satchel Bombs into each, and use your other special abilities on enemies that pester you.



COOPERATIVE PLAY

MAGE AND ARCHER

THE TWO RANGED EXPERTS CAN DESTROY THE EMBLEMMENTS TWICE AS FAST. WITH SO MUCH CHAOS GOING ON, IT'S DIFFICULT TO ANTICIPATE ALL THREATS, SO PROTECTING ONE ANOTHER CAN BE DIFFICULT. IF YOU WANT, YOU CAN SPLIT UP AND BURN DOWN EMBLEMMENTS SIMULTANEOUSLY.

OBJECTIVE 2: capture the outpost



MAGE

Compared with five emplacements, capturing one control point isn't too bad. The Outpost lies on the opposite end of the battlefield from your starting area. It's a long journey, filled with constant danger; don't be surprised if you lose a life or two before you even reach the big battle.



At the base of the Outpost's hill, lob a Fire Wall onto the first barricade and let the enemies come to you.



Use Lightning on any that make it through your Troll and Orc allies. Burn the next barricade after the first enemy wave fails. With those barricades down, your allies can overrun the capture area with a little help, of course, from your Fire Wall and Lightning.

ARCHER

Follow the same plan as the Mage. Fire Arrow burns the barricades. Multi-Arrow works very well in this battle; it almost always has three targets and will intercept any enemies sneaking down the hill toward you.



❖ the assault on weathertop

Rise of Sauron

WARRIOR

Fire up your Sword and charge in with the other Orcs to take over the Outpost. If you spot an Ent, it's your job to take it down. Light up your Sword and set it on fire, then back up and let the fire spread. If it needs more encouragement to die, slice through its legs with Whirlwind Sweep.



SCOUT

Use Satchel Bomb on the barricades to enable access for your allies. Cloak and slip into the capture circle. Stand there to flip the flag, and only break cover to slash and kick enemies out of the circle. Less than a minute later, the Outpost should fall to the forces of Sauron.



COOPERATIVE PLAY

MAGE AND ARCHER

Again, the ranged team deals with the battle threats without having to engage in potentially lethal combat against melee brutes. Both can destroy the barricades, and both can drive the enemy out of the capture circle quickly.

OBJECTIVE 3: kill the royal guards

SARUMAN

Aragorn is surrounded by six Royal Guards. Fortunately, you gain the services of Saruman, who arrives in time to aid your assault on Weathertop. Check your map for the Royal Guards' positions—they are always on the move—or watch the yellow arrows when they get close.

Lightning and Fire Ball will be your best bets to bring them down. When you have the time, you can find sniper points around the base of Weathertop, such as the top of certain inclines, and bombard Royal Guards from up there.



SARUMAN

WEAPONS

- Staff
- Lightning

SPECIAL ABILITIES

- Heal
- Isengard Blast
- Fire Ball

DESCRIPTION

SARUMAN MAY RESEMBLE GANDALF WITH ONE MAJOR DIFFERENCE: HE HAS THE POTENTIAL TO DEAL MORE DAMAGE. WHERE GANDALF AND MAGES IN GENERAL CAN HARM MULTIPLE FOES WITH THEIR AREA-EFFECT FLAMES, SARUMAN'S FIRE BALL HAS A TIGHTER FIRING ARC AND ERUPTS FOR MORE DAMAGE IF YOU STRIKE YOUR TARGET. HIS ISENGARD BLAST MATCHES GANDALF'S YOU SHALL NOT PASS! ABILITY, AND WHEN HE LOSES HEALTH, A HEAL CAN BRING HIM BACK UP TO FULL. ALSO, IF HE PERFORMS MELEE ATTACKS AND LAUNCHES A FIRE BALL, IT WILL TARGET THE PERSON HE WAS ATTACKING.

TIP

Saruman is very powerful against single enemies. He has a high-damage Fire Ball, and his Lightning does much more damage to one target when charged.



Circle the mountain and pick off one Royal Guard at a time. Avoid engaging two of them at once.



If there are two nearby, wait for your allies to draw the attention of one before you throw your Fire Ball at the other. When a Royal Guard gets close, use Isengard Blast to repel him and find some safer ground. It will take a while to kill all six Royal Guards, but then only their leader, Aragorn, remains.

SCOUT

If you can't wield Saruman's Staff, trade it in for the Scout's Daggers. You don't want to fight a Royal Guard



head on, but you can Cloak and Backstab each one of them quietly and efficiently.

MAGE

Follow the same plan as Saruman. As the Mage, you will have to supplement your damage a bit more with Lightning, and Heal after every hit against you.



ARCHER

The Archer offers the chance to deal with the Royal Guards at range. Otherwise, you'll have to take the Warrior and battle to their strengths.



COOPERATIVE PLAY

SARUMAN AND SCOUT

IF YOU CAN'T KILL THE ROYAL GUARDS WITH ONE APPROACH, THE OTHER WILL WORK. SARUMAN CAN ATTACK AGGRESSIVELY TO DRAW THE ROYAL GUARDS' ATTENTION, WHILE THE SCOUT CIRCLES BEHIND FOR THE BACKSTAB. YOU CAN TAKE ON TWO ROYAL GUARDS AT ONCE WITH THIS PAIRING.

OBJECTIVE 4: KILL ARAGORN



SARUMAN

Aragorn, the last obstacle to you claiming Weathertop, waits for you atop Amon Sûl. Climb the path to the top and make sure all your energy is full before you step up into view.

You should spot Aragorn in the middle of the ruined courtyard before he notices you. Hurl a Fire Ball at him, hopefully uprooting him so you can do some Lightning damage. When he rolls to his feet and charges after you, detonate Isengard Blast and throw him back again.



❖ the assault on weathertop

Rise of Sauron



You might start thinking it's going to be easy to go one on one with Aragorn. Wrong. He's not alone. Cloaked Scouts move on you as soon as you arrive. You'll have to deal with them with the concussive power of your Fire Balls and Isengard Blast. Heal immediately if the enemy Scouts or Aragorn wound you.



Stay on the move to prevent any foe from getting behind you. Aragorn will most likely hit you with Wave of Undead a few times. Always roll away from your enemies; move away and recover with a Heal. Remember that you can strike Aragorn with melee, and your subsequent Fire Ball will target him automatically. Keep up your offensive onslaught and, eventually, the self-proclaimed king will die by your hands.

SCOUT

Sneak up to Weathertop under the cover of your Cloak and go for a Backstab. If you miss, it will be a challenging fight. Roll often to avoid major damage, and throw Satchel Bombs to keep the enemies scrambling. It will take seemingly a hundred cuts to bring down Aragorn.



MAGE AND ARCHER



Think of yourself as "Saruman Light" when you play the Mage. You'll do everything Saruman would do, except you'll have to dodge a bit more and Heal like a fiend. The Archer can try to slay Aragorn and his Scouts at range, but it will only work if the Archer is adept at staying on the perimeter and skipping melee at all costs.

tip

Having trouble overthrowing Weathertop? Unleash the power of an Oliphaunt and trample your enemies into the ground.

COOPERATIVE PLAY

SARUMAN AND MAGE

THE BARRAGE FROM THESE TWO WILL ROCK WEATHERTOP. THE MAGE SERVES MOSTLY AS A HEALING ALLY FOR SARUMAN, BUT HE CAN CERTAINLY REMOVE THE ENEMY SCOUTS FROM THE EQUATION, TOO. NO MATTER HOW STRONG ARAGORN THINKS HIS BLADE IS, IT WILL BE NO MATCH FOR THE POWER OF TWIN SPELLS.

❖ the fall of rívenðell



LEGEND

- | | | | | |
|----------------------|----------------------|----------------------|----------------------|------------------|
| S Start | 3 Objective 3 | 6 Objective 6 | 9 Objective 9 | L Legolas |
| 1 Objective 1 | 4 Objective 4 | 7 Objective 7 | S Sauron | |
| 2 Objective 2 | 5 Objective 5 | 8 Objective 8 | E Elrond | |



❖ the fall of rivendell

Rise of Sauron

OBJECTIVE 1: capture the front gate



MAGE

The ruin of Rivendell begins near the Front Gate. You will meet the Elven defenders almost immediately as you rush forward with your allies. Toss Fire Walls in front of your allies and add Lightning into the mix whenever possible. The first wave will fall quickly, as your allies are fresh.

The second enemy wave will meet you on the long bridge halfway between the starting zone and the Front Gate. Be careful not to fall into the river below. That's worse than getting stuck with an enemy sword.



After you get through the bridge enemies, the final wave stretches from the tunnel in front of the capture area back to the Front Gate flag. There are a lot of enemies here, including an Ent. Take out the Ent first with two Fire Walls, and work with your allies to thin the enemy Elves. When you get in range of the capture circle, arc a Fire Wall into the circle and then rush in and let loose a Shockwave. Any enemies, even invisible Scouts, will be forced out or perish. After that, prevent them from coming back in to capture the Front Gate and complete the objective.

caution

Elven Archers line the walkways above the tunnel near the Front Gate. Return fire and remove the threat with ranged attackers or continue moving while you seize control of the capture area to avoid impalement.

ARCHER

Follow the same tactics as the Mage. Aim your Fire Arrows at an enemy groups that target you. Multi-Arrow can gut up to three of the enemies guarding the capture area.



WARRIOR

Help your allies a little more directly with a Sword stroke here and there. Move with them to take the bridge, then the tunnel, and finally the capture area inside the garden grounds.



SCOUT



You will not be able to slip past the Elven defenders and take the capture point by yourself. There are too many enemies, and your Cloak won't last long enough to fool the enemies into leaving the area. As soon as you appear, the warning goes out and Elves will

begin doubling back on you in the capture area. You're better off fighting it out with your allies and only Cloaking to capture the area with fellow Orcs.

COOPERATIVE PLAY

MAGE AND ARCHER

STAY BACK AND SUPPORT YOUR ALLIES AS THEY ADVANCE. YOUR RANGED DAMAGE WILL HIT THEM TWICE AS HARD AND MAKE PROGRESS THAT MUCH EASIER. THE MAGE CAN SHIELD AGAINST THE ENEMY ARCHERS NEAR THE FRONT GATE, WHILE THE ARCHER PICKS THEM OFF ONE BY ONE.

INSTANT ACTION • ACHIEVEMENTS & TROPHIES

RISE OF SAURON

INTRODUCTION • CHARACTERS & CLASSES • WAR OF THE RING

OBJECTIVE 2: capture the terrace



TROLL

Switch to brute force to conquer this challenge. Near the Front Gate, look for the curled-up Troll. Take control of the beast, and use its powerful frame to storm toward the Terrace over the next bridge. The Troll's tremendous reach and potent blows kill the defenders in no time. Just don't let any get behind you and run up your back.



MAGE

If you don't go with brute strength, the tried-and-true Mage tactics will work against the Terrace, too. Lob Fire Walls onto the Terrace, especially to clear out the invisible Scouts who tend to congregate there. A Shockwave also will remove threats inside the capture circle, and you always have Lightning as a finishing attack.



ARCHER AND SCOUT



The Archer attempts the Terraces the same way as the Mage. The Scout can go in Cloaked, though there are many enemies and it's difficult to flip the Terrace through stealth.

COOPERATIVE PLAY

TROLL AND MAGE

LET THE TROLL DO HIS THING WHILE THE MAGE HEALS WHEN NECESSARY. A FIRE WALL OR TWO AROUND THE TROLL ALSO HELPS TO PREVENT ENEMIES FROM GETTING BEHIND THE MONSTER.

OBJECTIVE 3: acquire the signal fire



SCOUT

Cloak and look for the Signal Fire near the Terrace. To complete the objective, run over to the torch and sling it on your back.



❖ the fall of rívendell

Rise of Sauron

TROLL

Yes, even the giant Troll can carry the torch on its shoulder. If you're thinking about doing the next objective through battle, try the Troll.



WARRIOR AND MAGE



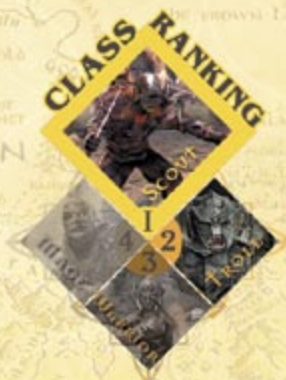
Play the other classes to their strengths if you go with them to bring the torch to the bombing zone.

COOPERATIVE PLAY

SCOUT AND TROLL

THIS PAIRING IS FOR THE NEXT STAGE. THE SCOUT SHOULD PICK UP THE TORCH AND THEN CLOAK. THE TROLL PREPARES TO ENGAGE THE ENEMY FORCES.

OBJECTIVE 4: deliver the signal fire



SCOUT

While Cloaked and with the Signal Fire on your back, run north to the tower on the far end of the gardens. Catapult fire is scheduled to bomb the tower to rubble, but first your allies need you to mark the spot with the torch. Your Cloak can last the entire run, so there's no need to battle any enemies. A few barricades will off the tower. You can dodge the closer ones, but the one near the tower needs to be destroyed with a Satchel Bomb. With a path opened to the tower, plant the torch at the tower's base and run back out of there so you're not caught in the blast.



TROLL



There's no hiding with the Troll. You're going to charge into the enemy midst and start pounding. Sweep the Elven enemies aside with your mighty strokes as you continue forward. At about the halfway point, two Ents will converge on you. Hit one of them from the side and then try to run behind the other one for a massive smash. Keep them from hitting you with heavy blows from the front; they can kill you quickly if you slug it out head on. Once you get past the Ents, you'll make short work of the remaining Elves and the barricades before the tower. Plant the Signal Fire and complete the objective.

WARRIOR

This objective is much more challenging as the Warrior. You'll have to slash through the Elven defenders, careful not to get swarmed, and save your fire attacks for the Ents. You are a bit more nimble than the Troll, so it's possible to run through many of the defenders to deposit the torch.



MAGE

The Mage will have to take it slow. You're better equipped to deal with the Ents; however, there are many enemies, and one wrong move will see you dead. Make sure you have an open path to the tower if you plan on sprinting to the objective's end.



COOPERATIVE PLAY

SCOUT AND TROLL

COMBINE THE TWO BEST APPROACHES. THE SCOUT GOES IN UNDER COVER OF CLOAK, WHILE THE TROLL POUNDS THROUGH DEFENDERS AS THE IDEAL DISTRACTION. IF THE SCOUT FAILS, THE TROLL CAN TRY TO POWER THROUGH TO FINISH THE OBJECTIVE.

OBJECTIVE 5: DESTROY THE ELVEN RECORDS



MAGE

After the bombing run, climb the grand staircase to the east and enter the palace proper. There are four bookcases to destroy, two on the bottom level and two on the top level. Two whacks with a Fire Wall will burn a bookcase. Dodge enemies, use Shockwave often, and launch Fire Walls to turn the books to ash and erase the Elven history from memory.



ARCHER

Fire Arrow does the same for the bookcases that the Mage's Fire Wall did. Burn them down from range and avoid melee confrontations.



SCOUT

The Scout works well, too. Cloak and reach the bookcases without the enemy noticing. Satchel Bombs burn the bookcases. The only problem you'll have is waiting for your Satchel Bombs to recharge. Keep on the move and Cloak whenever possible. Otherwise, the Elven enemies may put you down in the confined space.



❖ the fall of rívendell

Rise of Sauron

WARRIOR

As with almost everything the Warrior does, you will battle to each bookcase and kill all foes that seek to prevent your mission. Fire up your Sword when you near a bookcase and light it on fire. Repeat until the bookcase crumbles, then move to the next. When all four bookcases are destroyed, you complete the objective and manage to anger the lord of the house.

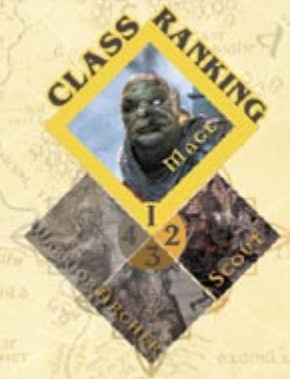


COOPERATIVE PLAY

MAGE AND ARCHER

STAYING AT RANGE WILL KEEP YOU ALIVE LONGER DURING THIS OBJECTIVE. IF THE MAGE AND ARCHER BOTH THROW A RANGED ATTACK AT A BOOKCASE, IT BURSTS ALMOST INSTANTLY. REPEAT FOR ALL FOUR AND YOU'RE FINISHED.

OBJECTIVE 6: defeat elven lord elrond



MAGE

Elrond is not happy at all. The Elven Lord leads a charge of defenders against you, and you don't want to get caught anywhere near the middle of their flashing blades. Keep near the perimeter of the palace and drop Fire Walls between you and them as often as you can. Eventually, you'll kill the regular Elven enemies, and it's just you and Elrond.



tip

If the pressure gets too great inside the palace, move outside. You can hop any of the balconies and fight outside in the garden for more maneuverable space.

The Elven Lord's Tsunami Blade and River of Bruinen attacks can drown any chance of victory for you, and his Water Sphere prevents ranged attacks while healing him. You want to prevent Water Sphere, so stun him often with short Lightning bursts or a Shockwave at close range. If you can trap him in a ring of fire from your Fire Wall two or three times, you'll win.

SCOUT

A different approach is to try to sneak up on Elrond to defeat him. Cloak and shadow him until he engages another Orc enemy and you can stab him in the back. If Elrond only has his attention on you, it's nearly impossible to get behind him. Don't go one on one with the Elven Lord unless that's your only option.



ARCHER AND WARRIOR

Your last two classes will have a little more trouble with Elrond. The Archer should attack in the same fashion as the Mage, except Water Sphere blocks the Archer's arrows much more effectively than it does the Mage's expanding Fire Wall, which can be dropped at the edge of Elrond's Sphere and still reach him. The Warrior has to battle it out Sword to Sword. The trick to defeating Elrond is to combo him to death. If you can keep stunning him and not let up, he won't be able to counterattack or heal with his Water Sphere.



An unexpected Throwing Axe can disrupt a River of Bruinen or Water Sphere and give the Warrior a new opportunity to beat the Elven Lord.

CAUTION

You may think Elrond is dead, but he's not. He drops the Ring of Air while escaping, and you'll face him again in the final battle.

COOPERATIVE PLAY

MAGE AND SCOUT

THE SCOUT IS MOST EFFICIENT FOR KILLING ELROND IF HE CAN REACH THE ELVEN LORD'S BACK. THE MAGE CAN MAKE THIS HAPPEN BY DRAWING ELROND'S ATTENTION. IF THINGS DON'T GO WELL ON THE FIRST ATTEMPT, THE MAGE CAN HEAL TO KEEP BOTH CLASSES IN THE FIGHT AND GIVE YOU THE OPPORTUNITY TO TRY AGAIN.

OBJECTIVE 7: DELIVER THE RING OF AIR



SCOUT

When Elrond falls, he drops the Ring of Air. Pick it up, Cloak, and run back to the starting area. The most direct route is via the stairs at the south end of the palace. Deliver the Ring of Air into Sauron's hands at the Front Gate, and your lord will be very pleased.



WARRIOR

If you don't choose subtlety, the Warrior has the most health to run the Ring of Air to Sauron at the Front Gate. If an enemy Elf blocks your way, throw a shoulder into him at full sprint and send him tottering backward.



MAGE AND ARCHER

Whether Mage or Archer, you may be able to run the Ring of Air to Sauron without much incident or you may have to carve a path to your master. If too many Elves show up, take it slow and use your ranged attacks to get to Sauron.



COOPERATIVE PLAY

SCOUT AND WARRIOR

YOUR FIRST TWO OPTIONS IN SOLO PLAY ARE THE SAFEST CHOICES TO BRING THE RING OF AIR TO SAURON. IF THE SCOUT HAS IT, THE WARRIOR PROTECTS THE CLOAKED SCOUT. IF THE WARRIOR HAS IT, THE SCOUT BACKSTABS ANY ENEMY AHEAD OR ENGAGES TO PROVIDE A DISTRACTION, AND THE WARRIOR RUNS THE RING OF AIR TO THE FRONT GATE.

❖ the fall of rivendell

Rise of Sauron

DESCRIPTION

THE MOST POWERFUL FIGURE ON THE EVIL SIDE TOWERS OVER THE BATTLEFIELD. IMPOSING IN SIZE LIKE ONE OF THE GIANTS, SAURON FIGHTS AS WELL AS ANY WARRIOR, EXCEPT HE TRADES IN SWORD FOR MACE. WITH HIS LONG REACH, HEART OF HORROR AND SOUL COLLECTOR CAN BE BRUTAL, WHILE THE AREA-EFFECT MORDOR POUND KNOCKS DOWN ANYONE CAUGHT IN FRONT OF HIS MACE SLAM. THE DARK LORD CAN POWER THROUGH THE ENTIRE SIDE OF GOOD; HE'S THAT PASTY!

tip

Sauron can be damaged; however, he cannot be knocked down! His Soul Collector deals damage even to blocking enemies, and if you finish someone off with it, there is a special surprise.

WEAPONS

- MACE
- THROWING AXE

SPECIAL ABILITIES

- HEART OF HORROR
- MORDOR POUND
- SOUL COLLECTOR

SAURON



OBJECTIVE 8: capture the river house

SAURON

The all-powerful Sauron is now yours to command! There's absolutely no reason to take anyone else for the rest of your assault on Rivendell. Only if Sauron falls in battle will you take any other class.

Sauron is incredible at area-effect damage. Send him up to the capture circle at the River House and drive out all the enemies. Mordor Pound and Soul Collector will claim many victims, and even Sauron's standard Mace attacks tend to strike multiple foes within his giant reach. Stand in the capture circle and sweep enemies away until the objective falls to the Dark Lord.



MAGE

Without Sauron, the objective will take more time to flip, but you can do it with the Mage. Rain down Fire Walls in and around the capture circle, and use Shockwave to brush back anyone closing in on you. When your Orc allies arrive, you can finally claim the River House.



ARCHER AND WARRIOR



The Archer and the Warrior can also seize the River House through their standard tactics. Even without Sauron's help, you can complete this objective and continue to the cataclysmic end battle.

COOPERATIVE PLAY

SAURON AND MAGE

ALL THE MAGE HAS TO DO IS STAY BACK AND HEAL SAURON IF NECESSARY. A FIRE WALL OR LIGHTNING BLAST WON'T HURT EITHER.

OBJECTIVE 9: kill elrond and legolas



SAURON

Elrond escaped your clutches in your first encounter. It's time to redeem yourself with Sauron leading the charge. Continue to the northeast grounds and thrown down the gauntlet against the two Elven Heroes, Elrond and Legolas. Elrond will rush you; Legolas will stay away and pelt you with special arrows. Use Heart of Horror and Soul Collector against Elrond. If you can keep him from hacking away on your black armor, you will out-damage him and send the Elrond to the grave for real this time. Legolas is more of a problem for you. Rush toward him, dodging his arrows if you can, and heave down multiple Mordor Pound attacks to rumble him off his feet. When he's defenseless, hit him with everything you've got. Deal a ton of damage before Legolas pumps you full of too many Poison Arrows and you'll vanquish Rivendell's champions and capture the home of the Elves for yourself.



SCOUT

Cloak and stay hidden on the outskirts of the battle. Track either Elrond's or Legolas's movements and circle behind for the kill. This battle is big, with lots of activity, so your odds are pretty good that you can catch both Elven Heroes off guard as they challenge other Orcs. One mistake on their part and you have a kill on the books. Two kills ends the level.



ARCHER



Can you sling arrows faster than Legolas? You get your chance to see here. Follow the same basic procedure as the Mage, except save your Fire Arrows for Elrond or any other enemy drawing too near. If you have the speed, your arrows will make the difference.

MAGE



Do not plunge into the middle of the swirling final battle. That's a recipe for disaster. Stay along the road or along the perimeter walls and find the Elven Heroes one at a time. Fling your Fire Wall over and over until you burn your target down. Lightning can help out,

too. Save Shockwave for emergency escape attempts when you have to repel melee attackers and, of course, Shield is indispensable against Legolas.

COOPERATIVE PLAY

SAURON AND SCOUT

SAURON CAN PROBABLY BEAT THE TWO ELVEN HEROES ALONE, BUT THE SCOUT WILL MAKE SURE. ELROND AND LEGOLAS WILL UNDOUBTEDLY GO AFTER SAURON, WHICH LEAVES PLENTY OF OPPORTUNITIES FOR A CLOAKED SCOUT TO ASSASSINATE ONE OR BOTH OF THE ELVEN HEROES. ONCE THEY ARE DOWN, RIVENDELL HOLDS THE BEAUTY OF THE ELVES NO MORE.

❖ *razing the shire*

LEGEND

- | | | |
|-------------|-------------|-----------|
| Start | Objective 3 | Balrog |
| Objective 1 | Objective 4 | Gandalf |
| Objective 2 | Sauron | Treebeard |

OBJECTIVE 1: *Destroy hobbiton*

MAGE

Your final task for Sauron is to destroy the home of that nasty Hobbit, Frodo Baggins. There are six main buildings in Hobbiton, and they go up quickly if you put flames to the straw and wood. Follow your allies out toward the center of town and look for the yellow arrows that point out each Hobbit building.





Two Fire Walls will burn a Hobbit building to the ground. Lightning, Shockwave, and Shield can keep enemy attacks at bay. Choose a side and systematically move from building to building as they go up in flames. With good footwork to lessen the attacks against you, it won't take long to cross the entire village and set all of Hobbiton on fire.

CAUTION

Ents guard the Hobbits throughout the village. Save your fire attacks for the giant trees, and do not engage them in melee where their long limbs can reach you.

ARCHER

Fire Arrow burns down Hobbit building after Hobbit building. Multi-Arrow silences Hobbit defenders that think they can get the drop on you.



WARRIOR

Smack the little Hobbits out of your way, and use Fire Strike and Whirlwind Sweep to set enemies and homes ablaze. If you see an Ent, run at it from behind and strike with a Flame of Fury to the back.



SCOUT

Cloak to dodge most enemy attacks. At your relative leisure, pick a lightly guarded Hobbit home and toss a Satchel Bomb on top of it. Cloak and wait for your Satchel Bomb to recharge, then finish the home off with a second bomb. Repeat for five more buildings to finish the first objective.



COOPERATIVE PLAY

MAGE AND ARCHER

If you want to complete this objective quickly, split up. One player goes left, the other right, and you meet in the middle destroying Hobbit buildings. It won't take long to raze the village.

OBJECTIVE 2: KILL TREEBEARD



BALROG

You discover that Treebeard, the leader of the Ents, is behind the Ent defenses in Hobbiton. It's time to remove the Hobbit ally, and you get a Giant of your own, the Balrog! Continue southwest across the fields to reach Treebeard and his fellow Ents.





DESCRIPTION

THE BANE OF MORIA RETURNS FOR A REMATCH. ONCE THOUGHT DESTROYED BY GANDALF AND COMPANY, THE BALROG HAS ARISEN TO RETAKE MORIA WITH THE FORCES OF SAURON. ITS HUGE FRAME CAUSES MOST ENEMIES PROBLEMS. FORCED TO GET IN CLOSE TO DEAL DAMAGE, ENEMIES OPEN THEMSELVES TO THE BALROG'S DEADLY FLAME SWORD AND MASSIVELY POWERFUL BREATH OF MORGOTH. WITHOUT GANDALF, WHAT HOPE DO THE FORCES OF GOOD HAVE?

WEAPONS

- FLAME SWORD

SPECIAL ABILITIES

- TRAMPLE ATTACK
- BREATH OF MORGOTH
- VALARAUKEAR SMASH

tip

The Balrog's Valaraukar Smash is an area-effect attack that knocks all affected off their feet. Follow up with a Trample Attack or Breath of Morgoth to roast alive any who still breathe.



Ents are susceptible to fire, and the Balrog is all fire. It'll be a bit of a mismatch so long as you don't let multiple Ents pummel you at once. Swing your Flame Sword back and forth to ignite any Ents in reach. Your most brutal attack against Treebeard is Breath of Morgoth; try to spray him and other Ents next to him with your fiery breath. Follow up with a Valaraukar Smash or Trample Attack if they're still standing. In a matter of minutes, there will be nothing left but burnt stumps.

MAGE

As the Mage, take things more cautiously than the Balrog. Burn the Ents on the perimeter first before drawing Treebeard's ire. You don't want to take a single hit from an Ent—one hit can kill you without a chance to Heal—and your Fire Walls are the best defense against the trees. Treebeard is tougher than the other Ents, but he will burn eventually.



ARCHER AND WARRIOR

Fire Arrow for the Archer and a fiery Sword for the Warrior can take on Treebeard and the Ents. It's probably a little bit easier for the Archer, who can stay away from reaching Ent limbs, though the Warrior can withstand a blow or two and has a better chance of getting in close to set them on fire.



COOPERATIVE PLAY

BALROG AND MAGE

THE BALROG SHOULD BURN ALL THE ENTS, WHILE THE MAGE HEALS WHENEVER NECESSARY. HEALING TAKES PRIORITY, BUT THE MAGE CAN THROW FIRE WALL AS OFTEN AS IT'S ACTIVE TO HELP SPEED UP THE KILLS.



OBJECTIVE 3:

kill 50 HOBBITS to lure out gandalf

BALROG

All that remain are the remnants of some Hobbit defenders and the mighty wizard Gandalf. To lure Gandalf out into the open, you must go on a Hobbit killing spree. Slay 50 Hobbits to complete the objective and draw forth Gandalf.





The Hobbits have no prayer against the Balrog's Flame Sword and the area-effect damage of

Breath of Morgoth. All the killing will power your energy meter up frequently; it won't be a problem to trigger Breath of Morgoth repeatedly and roast dozens of the little Hobbits.

tip

Gondorian Captains also rally to the Hobbits' defense. Target them first if you sense they intend you immediate harm.

MAGE

The Hobbits won't cause too many difficulties, as long as you're aware of their positions and don't let them gang up on you. Gondorian Captains can kill you quickly. Save your Shockwaves for one of their sudden charges.



ARCHER

You'll have to let fly a lot of arrows to down 50 Hobbits, though Multi-Arrow certainly makes it easier. Prepare a Fire Arrow for any Hobbits that get the idea to threaten you with melee.



WARRIOR

A Warrior will have to chase down all the Hobbits on foot. They can't stand up to your poundings, especially when you flame up your Sword. After a few minutes of finding 50 Hobbits scattered throughout the village, you'll squash the last one and complete the objective.



COOPERATIVE PLAY

BALROG AND MAGE

LET THE BALROG STEAMROLL THE HOBBITS. THE MAGE HEALS IF NECESSARY. LIGHTNING CAN CHAIN TO SEVERAL HOBBITS AT ONCE AND SPEED UP YOUR KILL RATE.

OBJECTIVE 4: kill gandalf



SAURON

One final battle remains: Gandalf vs. Sauron. The Dark Lord himself joins the climatic fight, and any of his special abilities will make the White Wizard pay for all his troubles to date. Heart of Horror and Mordor Pound will keep Gandalf reeling, while Soul Collector punishes him should he throw up his Shield against your allies' ranged attacks.



Rise of Sauron



SAURON

WEAPONS

- MACE
- THROWING AXE

SPECIAL ABILITIES

- HEART OF HORROR
- MORDOR POUND
- SOUL COLLECTOR

DESCRIPTION

THE MOST POWERFUL FIGURE ON THE EVIL SIDE TOWERS OVER THE BATTLEFIELD. IMPOSING IN SIZE LIKE ONE OF THE GIANTS, SAURON FIGHTS AS WELL AS ANY WARRIOR, EXCEPT HE TRADES IN SWORD FOR MACE. WITH HIS LONG REACH, HEART OF HORROR AND SOUL COLLECTOR CAN BE BRUTAL, WHILE THE AREA-EFFECT MORDOR POUND KNOCKS DOWN ANYONE CAUGHT IN FRONT OF HIS MACE SLAM. THE DARK LORD CAN POWER THROUGH THE ENTIRE SIDE OF GOOD; HE'S THAT NASTY!

tip

Sauron can be damaged; however, he cannot be knocked down! His Soul Collector deals damage even to blocking enemies, and if you finish someone off with it, there is a special surprise.

Remember, Sauron cannot be knocked down, which is a huge advantage against Gandalf.



Don't let Gandalf keep his distance. He will try to burn you down with Fire Wall and Lightning.



Avoid them as best you can, and charge him. Mordor Pound can level the wizard, and even a combo of your long-reach melee attacks can bash him around. So long as you don't stand in Gandalf's fires too long, or sizzle in his Lightning, you have the upper hand. On this fateful day in the Shire, Sauron will kill Gandalf and forever enslave the people of Middle-earth to his dark purposes.

BALROG

Rather than invite Sauron to the final battle, you can choose to have a rematch of Balrog vs. Gandalf. As with Sauron's strategies, try to avoid Gandalf's powerful attacks and close on him. If you can get in melee range, your Flame Sword, Trample Attack, and Valaraukar Smash can put a serious hurt on the wizard. Breath of Morgoth can finish him off if he tries to flee.



ARCHER, MAGE, SCOUT, AND WARRIOR



You will always want to take either Sauron or the Balrog against Gandalf. If they fall, however, go with your favorite class. By this point, you know your battle plans and tactics inside and out. Stay on the move and rely on your energy attacks to fell the foul wizard.

COOPERATIVE PLAY

SAURON AND MAGE

THE DARK LORD COMBINED WITH THE HEALING POWER OF THE MAGE ARE VIRTUALLY UNSTOPPABLE. EACH TIME GANDALF MAKES HEADWAY, THE MAGE CAN REMOVE THE DAMAGE WITH A HEAL, AND EACH TIME GANDALF TRIES TO HEAL, THE TWO-PRONGED ATTACK FROM SAURON'S ETHEREAL ENERGIES AND THE MAGE'S FIRES SETS THE WIZARD BACK EVEN MORE. HOBBITON WILL BE THE LAST STAND FOR THE FREE PEOPLES BEFORE SAURON REIGNS SUPREME.

❖ the LORD of the RINGS: conquest multiplayer

Frodo shepherds the One Ring in the traditional *Lord of the Rings* story; you get to carry it in multiplayer action. In Capture the Ring, you or any of your teammates must find and seize the Ring, then guard it as you battle through foes to reach the enemy stronghold.



And that's just one scenario in *The Lord of the Rings: Conquest* multiplayer. Try marching on various control points throughout the terrain in the Conquest scenario or slaying enemy players left and right in Team

Deathmatch. Hero Team Deathmatch works the same way, except you play the Heroes from each side and not the normal classes.

What's your passion? Read a little more about each multiplayer scenario here, then flip to your favorite maps in the following chapters for detailed map labels and advanced tactics. Now all you have to decide is if your home is Minas Tirith, Rivendell, or the Black Gate.

capture the ring ♦♦♦♦♦

There are two teams, the Good Team and the Evil Team. The Ring appears near the center of the map, and each team must try to pick up the Ring and carry it to the enemy's base. After the Ring has been captured, or if it lies on the ground for too long, it will return to the center area.

Usually, the first team to achieve three captures wins the map, though this may vary based on the map. There is also a match clock that runs in the background. With two minutes to go, the clock appears on screen. The team with the highest number of captures when the clock runs out wins the match.



tip

In Capture the Ring games, teammates who stand near the Ringbearer receive a health regeneration bonus.



Heroes can also join your side. Generally, a Hero will arrive on the battlefield to join the team that is winning later in the match. For example, the Evil Team will gain Sauron in the Mount Doom scenario once they achieve two captures and have one capture to

go. The settings for when the Heroes can join the scenario can be adjusted.

tip

Capture points, chokepoints, and sniper points are crucial to understanding and mastering each map. Figure out which ones are best for your class and take advantage of your abilities at each one.

conquest ♦♦♦♦♦



There are two teams: the Good Team and the Evil Team. Within each map are three to five control points. Each control point gives victory points to the team that controls it. The more control points your team controls, the faster

you will earn points. You also gain a huge bonus for holding all the capture points on a map.

Some control points have resources attached to them. For example, Ents may be available when the



❖ the LORD of the RINGS: conquest multiplayer

Instant Action

Good Team controls the point, while Trolls may be available when the Evil Team is in control.

tip

Some maps give you siege machine and mount options. For example, on the Pelennor Fields map, the Good Team can ride horses, the Evil Team can ride Wargs, and both teams have access to ballistae and catapults.

hero team deathmatch



It's just like normal Team Deathmatch, where you try to earn as many kills in the time limit as possible (or reach the victory threshold), but there's one big exception: You play with the Heroes of each

side! Each Hero has the special skills of his or her class, plus at least one unique ability, and Heroes are only available on select maps.

The Good Team gains the services of supreme Archer Legolas; the Mage Gandalf; the Scouts Frodo and Éowyn; and Warriors Aragorn, Gimli, Faramir, Elrond, and Isildur. The Evil



Team summons forth Lurtz as Archer; Saruman and the Mouth of Sauron in the guise of Mage; Wormtongue as the stealthy Scout; and the Nazgûl, Witch-king, and Sauron himself as Warriors with very special abilities.

tip

Not all multiplayer maps are the same for each level. Make sure you learn the nuances of each scenario so nothing surprises you.

team deathmatch

- Kill or be killed is the name of the game here. The team that earns the most kills when the time limit expires, or the predetermined victory point threshold is reached, wins the match. Generally, the action in Deathmatch is more intense, and hence the maps tend to be a bit smaller and confined.



- Teamwork wins Deathmatches because coordinating firepower on lesser forces will almost always inflict heavy damage and frequently wipe them out completely. As if you needed an excuse to eradicate the enemy side, the default Deathmatch game awards a Hero to the side ahead on points (generally, at about two-thirds of the victory point threshold). Want to unlock Aragorn and his host of undead? Desperate for Saruman to show up on your side? Fight on until the true champions heed your call!

ARCHER MULTIPLAYER

BEST AT...

SNIPER ATTACKS FROM HIGH ELEVATION AND DEFENDING CAPTURE POINTS.



SCOUT MULTIPLAYER

BEST AT...

SECRETLY SEIZING CAPTURE POINTS OR THE RING WITH CLOAK AND ONE-SHOT KILLS FROM BEHIND.



MAGE MULTIPLAYER

BEST AT...

ELIMINATING ENEMY GROUPS WITH FIRE WALL AND PROTECTING AGAINST RETURN FIRE WITH SHIELD.



WARRIOR MULTIPLAYER

BEST AT...

CAUSING HAVOC ATTACKING OR DEFENDING CAPTURE POINTS AND CARRYING THE RING.



❖ the black gate



It's a fight in front of Mordor's massive front gates. In Conquest mode, this map has four control points. With four control points, your team goal is to control three of the four, or defend two points if you're ahead on victory points. In Hero Team Deathmatch, the forces of good, including Élrond and Éowyn, take on Sauron's lieutenants, including Saruman and the Mouth of Sauron.



conquest

- You can climb to the tops of the wooden watchtowers for a good Archer position. Be aware, however, that there is very little room to maneuver on top of these towers.
- The areas around the Plateau and the Valley are your hotspots for activity. Keep a low profile while navigating the main strip or you can suddenly be attacked from any side. If you want a fight, bring backup.
- The Plateau and Valley will always be hotly contested. In a close match, sometimes a few victory points will make the difference. When the battle is fierce at the middle two capture points, make an end run around to your enemies' starting zone and see if you can pick up a cheap capture point by killing a token defender or two (or better yet, none!).
- The Scout can single-handedly clear out the flag area with a little Cloak and Backstab action. With light resistance, he may take the capture area himself; with heavier resistance, the Scout serves as an excellent distraction while other teammates blindside exposed enemies.
- Enemy area-effect spells mean melee combatants cannot charge ahead recklessly without risking lots of damage, but the ranged attackers have no problem shooting over the obstacle. Target the offending party to prevent more area effects from popping up.
- From the top near the Black Gate, the map's terrain slopes mostly downhill. If you want a good vantage point of the middle of the map, position yourself near the top of this hill or climb up on the adjacent rocks.



HERO TEAM DEATHMATCH

GOOD TEAM

- ARAGORN
- ELROND
- ÉOWYN
- GANDALF
- LEGOLAS

EVIL TEAM

- LURTZ
- MOUTH OF SAURON
- SARUMAN
- WITCH-KING
- WORMTONGUE

- As Elrond, seek out the enemy Mages. You can throw up a Water Sphere to block Saruman's or the Mouth of Sauron's fire attacks, then close in for the melee kill with your blade, Hadhafang.
- Éowyn's Cloak will slip her behind the enemy unseen, and Whirlwind Dervish can finish off your foe. Be on alert for any ability that can toss you back, such as Saruman's Isengard Blast and Wormtongue's Satchel Bomb.
- If played well, Gandalf can command a battlefield. Pay attention to the ebb and flow of the battle. When offense can turn the tide, throw your fire and Lightning blasts around, or sneak up on enemies and land a powerful You Shall Not Pass! When defense is called for, rely on Shield to repel the enemy fire and Healing Wisdom to save lives.
- The Witch-king's offensive maneuvers can help his defense. Angmar Flurry lets him leap high into the air, over possible threats, and into a better position to counterattack.
- When at range, the Mouth of Sauron can throw a deadly Fire Wall up around his opponent. If you can trap foes near cliff walls or the tents, use Barad-dûr Fury to pin them there and repeatedly beat them.
- A Soul Punch or Satchel Bomb from Wormtongue will cripple any foe caught in its effects. It's a simple matter to sneak up behind an enemy in Cloak mode and make your strike while your victim watches activities elsewhere.



❖ helm's deep



LEGEND

- ⊗ Capture Point
- ⊗ Good Capture Point
- ⊗ Evil Capture Point

In Conquest mode, this map has five control points. Each control point gives victory points to the team that controls it. The more control points your team controls, the faster you will earn victory points. With five control points, your team goal is to control three of the five. It doesn't matter which three. Don't spend too many resources trying to retake, say, your initial spawn point when there could be two undefended capture points open for the taking.



conquest

- The Deeping Wall can be well defended with ranged fire from behind the capture area. Mages and Archers can unload on the stairs and enemies must sustain the barrage to have any shot at taking the area.
- You can use the ladders to quickly reach the top of the walls.
- Most traffic passes through the main courtyard outside the Throne Room or the tunnel leading out to the Deeping Wall. Watch yourself in these areas when you have to capture a new area. On the flip side, if you have three of the control points locked down, guard these areas to create bottlenecks and catch enemies in the crossfire.
- Archers rule from atop the balconies and staircases. When you see enemies fighting below, take a position atop the higher terrain and snipe away. Once enemies gain the steps or ladders below, retreat and find a new cover spot.
- Helm's Deep is a relatively small and open area. Other than inside the Throne Room, atop the upper walls an Archer can draw a bead on anyone.
- When a Scout wants to save energy, or doesn't have any, ambush enemies from atop the walls. You can drop behind someone and backstab them if you time it right.
- It can be advantageous to die and respawn next to a capture point under siege by the enemy. Warriors can charge into the fray immediately, especially at a capture point like the Throne Room.



team Deathmatch

- During a respawn, plan out what you want to do next. Are you reinforcing a chokepoint? Is the action hot and heavy near the Main Gate so you should take a shortcut along the upper walls? When you finally respawn, you can jump back into the action without a moment's hesitation.
- Attack en masse if you can. Teamwork wins Deathmatches, since coordinating firepower on lesser forces will almost always inflict heavy damage and frequently wipe them out completely.
- For the Mage, the more kills, the better in Deathmatch. Your Lightning strikes can drop several wounded players at once if you're smart enough to catch them in a huddle defending a capture area or thinking they're safe as a unified group.
- Mages can be a dominant force if left unopposed inside the castle walls. Scouts should slip inside a Mage's Shield and go for the kill. Even if you miss a one-shot Backstab, you'll disrupt the Mage's Shield with a hit and leave him open to counterattacks.
- As a Warrior, you will see a lot of action in the courtyard in front of the Throne Room. Whenever you enter the area, build up momentum to a full run and level a shoulder (Heavy Attack) on the nearest victim to send them flying.
- When the Good Team unlocks Aragorn, casualties pile up on the enemy side. Get in the middle of things, but avoid the area-effect damage if you can or it could be your downfall.
- Saruman's Fire Ball can prove deadly in the walled corridors leading from the Throne Room to the Deeping Wall. Heave your fire attacks into those enclosed spaces whenever you're able.



❖ Ísengard



The former home of Saruman becomes a new battleground for the forces of good and evil. In Conquest mode, this map has four control points. Grab three of four for an extended period of time and you'll win, or gain the lead and then defend two of the points. In Team Deathmatch, it's a matter of which side coordinates with the best teamwork and slays more enemy players.



conquest

- Only the pits area is used.
- The Good Team starts with an Ent at its home base and the Evil Team starts with a Troll at its home base. But, the teams can lose these allies if the base is taken by the enemy.
- All the main areas on the map are connected by wooden and stone bridges. One false step and you're doomed. Be aware of your positioning!
- Whenever you get a breather, take a look all around. With all the bridges and crosswalks, and a wide-open main area, you can see many of the individual players and battles going on.
- If you want a little extra punch in your ranged attacks, man a ballista at some of the strategic posts around the map.
- Use the Fire Machine as cover if you find yourself under fire in the area. You can sever the line of sight from any direction by moving around the circular structure.
- Saruman has great range with his Fire Ball. Look to bombard the enemy capture area from above, particularly on the steps above the Bridge capture point.
- When capturing an area, throw up your Shield to protect you and your allies from ranged fire. It may buy you precious seconds to flip the area, and the only way for the enemy to take the area will be to close on you.
- Whenever you leave an area as a Scout, click on your Cloak. Even if it's only for a few seconds, you will confuse any enemy eyes on you and they won't be able to track or predict your next move.



team Deathmatch

- Attack en masse if you can. Teamwork wins Deathmatches; coordinating firepower on lesser forces will almost always inflict heavy damage and frequently will wipe them out completely.
- Double-team opponents at every opportunity. Two sustained attacks against a single defense will always win you the day.
- At several places around the map, it's possible to leap from up high and land on the lower levels alive. Just watch that you don't fall into a pit.
- Do not split up and go solo. The more you stick together on the various platforms in the pits, the better your chances of survival and racking up the kills.
- Every bridge is a chokepoint. You can defend these chokepoints well with ranged attacks that blast enemies backward and a few defenders to hold the ground.
- Ranged attackers should always seek a sniper point. However, don't stay hunkered down in that one spot for too long. Eventually, an invisible Scout or some other enemy will be on your tail, and you want to keep one step ahead of them so they don't catch you unawares.
- Even as a Mage, if you have an opponent near a bridge ledge, resort to a quick melee attack to knock them over the edge.
- Surrounded by enemies? Scouts and Warriors have a Medium Attack that can brush back several enemies at once. A smart retreat is also an option. Remember, each death counts toward the enemy's victory total; you don't want to be a senseless casualty.



❖ minas morgul



In Conquest mode, this map has five control points. With five control points, your team goal is to control three of the five. It doesn't matter which three. Don't spend too many resources on one point when there could be two undefended capture points open for the taking. In Capture the Ring, the ring appears near the center of the map, and whichever team seizes the ring and returns it to the enemy base the most wins.



capture the ring

- After the ring has been captured, or if it lies on the ground for too long, it will return to the center area.
- The first team to achieve three captures wins the map. There is also a match clock that runs in the background. When there are two minutes left on the clock, it is shown on screen. The team with the highest number of captures when the clock runs out wins the match.
- If you grab the One Ring, your movement speed decreases.
- There are raised paths on both sides of the main road. These raised positions can be a great spot for snipers.
- You can jump down from the raised paths, but be careful to avoid the spiky pits.
- The bridge over the main gate is accessible by the outer raised path.
- Some attacks will knock an enemy player backward. You can use these to knock enemy players into pits.



As an Archer, fire Poison Arrow at an enemy Ringbearer to really slow him down.

The raised area behind each team's starting area is a good place to protect your base with an Archer.

- The raised walkways are narrow. Mages can use their Fire Walls to completely block a path.
- There are lots of dark alcoves for Scouts to hide in. If you are in Cloak mode and don't move, you're almost impossible to see.
- The Warrior's extra health makes him an ideal candidate for grabbing the Ring. You can fight well when others battle you for control of the Ring, and you can take a few extra hits that might make the difference in a long capture run.
- Save your energy for life-and-death fights or to use against an enemy Ringbearer's group.



conquest

- Only the map's inner area is accessible.
- There is a raised path the surrounds the entire central area.
- The area behind the Throne Room can be reached by using the stairs behind each team's starting area.

The Archer's Fire Arrow can knock enemies off balconies or staircases. Watch for these opportunities.

- When capturing an area, put up your Shield to protect you and your allies from ranged fire. It may buy you precious seconds to flip the area, and the only way for the enemy to take the area will be to close on you.
- Look for ambush opportunities from the upper level. You can leap down on unsuspecting enemies and catch them off guard.
- Blocking can be an effective strategy for a Warrior inside a capture area. You can prolong a fight, which proves beneficial if you have reinforcements on the way.



HERO TEAM DEATHMATCH

GOOD TEAM

- ARAGORN
- FARAMIR
- FRDOO

EVIL TEAM

- LURTZ
- PAZGUL
- SARUMAN
- WITCH-KING
- WORMTONGUE

- Aragorn (Warrior): As you can imagine, Gandalf and Aragorn make a formidable pair. While Gandalf sings those around him with Lightning, Aragorn beats back melee challengers and unleashes his Wave of Undead for punishing damage whenever he has enough energy built up.
- Legolas (Archer): If he isn't sniping from up on high, Legolas can aid his companions. Search for allies already in battle and lend support damage or, even better, a headshot to end the tussle.
- Nazgûl (Warrior): Prey upon weaker targets if you can drop them quickly with a blast of Black Breath. If not, the Power of the Nine can uproot opponents, casting them aside and clearing more room for counterattacks or a new offense against your next foe.
- Saruman (Mage): You are a big gun for the forces of Sauron. Rather than challenge foes directly, circle your enemies and choose a target for your Fire Ball. Aim true and the enemy will likely be ash with a single hit.



❖ minas tirith



LEGEND

- Capture Point
- Good Capture Point
- Evil Capture Point

Minas Tirith is a mix of give and take. The Good Team has easier access to the control point on the outer wall; however, the Evil Team starts the game with a Troll at their home base. This map has four control points. Each control point gives victory points to the team that controls it. The more points your team controls, the faster you will earn points.



conquest

- With four control points, your team goal is to always control at least two of these points. If you are ahead on points, you can play defense with two control points, maintain an even stream of points for both sides, and ultimately pull off the victory.
- Most traffic has to come right down the center concourse. Watch yourself in this area. While you engage one enemy, three more may be on you before you know it.
- Minas Tirith has a long straightaway. If an Archer hangs back out of the heated battles, he can pick off targets easily at very long range.
- Archers can also scorch targets from atop the side balconies or from corners to zap anyone strolling toward a control point.
- Harried by the enemy? Duck into any of the many enclosed rooms or staircases that line the map borders. Mages can quickly Heal safe from line of sight.
- For an effective ranged defense, set two Mages walking up the concourse side by side with Shield up. The bubbles cover the entire expanse and protect from projectiles above and ahead.
- At the start of the contest, a Scout can race up the concourse and slide into Cloak mode just prior to sight range of the farthest enemy capture area. Most likely, the area will be deserted, or lightly defended, and you can sneak in for the kill and conquest.
- There are many alcoves and small alleyways for a Scout to disappear into and use for ideal ambush conditions.
- A Warrior can't close as easily in Minas Tirith as some of the other maps. Remember to use your Throwing Axe to stun enemies or your Heavy Attack shoulder charge to catch up with them quickly.



team deathmatch

- Most your kills will happen on the lower concourse, whether it's by drawing your Sword and challenging the enemy on the cobblestone or sniping them as they move below.
- The map has a lot of ups and downs. Be on the lookout for enemies suddenly showing up. They can drop off balconies, descend stairs behind you, or come out from the walls to the side.
- Ranged combatants will frequently duel it out on the upper balcony. Whichever side gains a foothold has the height superiority on the Minas Tirith map.
- Look for sniper spots atop the highest steps of Minas Tirith. Archers can slide to the walls for extra cover or the open spaces for better shots, and you can always backtrack the opposite way when the enemy starts climbing the long set of stairs.
- The Mage's fireball part of the Fire Wall can travel a long way. If you arc it correctly, you can land Fire Walls on lower balconies on the opposite side of the main concourse.
- As a Scout, stay on your toes while traveling through Minas Tirith's enclosed corridors. An unhesitating Backstab can slay a foe before they even see you. Against superior numbers, you may need to race down the stairs or leap from a balcony to escape.
- Gandalf can destroy foes from anywhere on the map, but the short eastern balcony offers lots of options. You can rain down Lightning on unaware enemies, toss Fire Walls, and you can use the stairs or simply hop over the side if the enemy gets any ideas about chasing you down.
- The Witch-king's offensive maneuvers can help his defense. With Angmar Flurry, he can leap high into the air, over possible threats, and into a better position to counterattack.



❖ minas tîrîth top



Minas Tirith is so huge that it has two maps. In the Capture the Ring variant, you play on the upper level of the fortress. The Ring appears near the center of the map, and whichever team seizes the Ring and returns it to the enemy base the most times wins. In Team Deathmatch, your team wants to annihilate the other team. Whichever team ends up with the most kills wins.



capture the ring

- There is an Ent and a Troll available to the teams on the rock peninsula near the White Tree courtyard.
- Each team has two paths to the Ring, which appears next to the White Tree.
- Giants will block the stairs almost completely. This can be both a help and a hindrance.
- From the Evil home base, you can race up the back stairs, which deposits you at the upper courtyard looking across the grass at the Ring. As the Good Team, this is usually the less-defended route for returning the Ring to the enemy base.
- When the enemy team grabs the Ring, head in a direction that will cut off the Ringbearer. There's little sense in trailing after the Ring unless you know you can catch up with it.
- You slow down when carrying the One Ring. Plan your escape route ahead of time before you grab the prize and head off in the direction of the fewest foes.
- Remember, if you lead in the Ring capture race, you don't have to "dunk" the Ring again. Instead, you can play all-out defense and keep the other team from controlling the Ring. When the time expires, your team will be declared the winner.
- Melee attackers will want to gravitate toward the interior royal rooms at the center of the map. Ranged attackers will have problems in the close quarters and your abilities should strike bodies consistently.



team deathmatch

- Even though the top of Minas Tirith has a lot of open space, it doesn't mean it's without chokepoints. You can bottle up enemies in any of the stairways with a Fire Wall or Archer barrage.
- Form a combo of the Archer and the Mage and look for sniper points high up above the lower levels. Both can rain down destruction on the enemy without fear of ranged counterattack thanks to the Mage's Shield.
- In a stairwell full of battling combatants, the Warrior's Fire Strike can clear the whole passage for your side.
- The back courtyard by the Good Team's home base has a lot of space and makes an ideal kill zone for deadly ranged attackers like the Archer and Mage.
- Out on the terrace surrounding the White Tree, circle the perimeter and survey the situation. Can you jump in and aid a skirmish? Do you need to move more to gain better position? Is ranged fire streaking from anywhere? Once you identify the situation, plan your tactics.
- During a respawn, plan out what you want to do next. Are you reinforcing a chokepoint? Is the action hot and heavy near the upper courtyard? When you finally respawn, you can jump back into the action without a moment's hesitation.
- Want some height advantage? Jump up on the dais that holds the crown in "Rise of Sauron" game play and launch some ranged attacks from up there. Melee foes will have some trouble hitting you, plus you can see above any chaos occurring on the ground below.



❖ mines of moria



The Mines of Moria map is the triple threat: Capture the Ring, Conquest, and Team Deathmatch are all available. The map changes slightly for each scenario—in Capture the Ring, for instance, the home bases are much closer to the large central chamber—so run through them several times to get the lay of the land...or, in this case, the lay of the underground caverns.



capture the ring

- The first team to achieve three captures wins the map. There is also a match clock that runs in the background. When two minutes remain on the clock, it is shown on screen. The team with the highest number of captures when the clock runs out wins the match.
- After the Ring has been captured, or if it lies on the ground for too long, it will return to the center area.
- If you grab the One Ring, your movement speed decreases.
- There are chokepoints at the entrance to each team's base.
- You can use the pillars in the Great Hall as cover.
- The Good Team can defend its base easier with Archers from the raised positions, while the Evil Team should concentrate on controlling the corridor to its base with Mage Fire Walls.
- Save your energy for life-and-death fights or to use against an enemy Ringbearer's group.
- When the Evil Team is up in captures, you gain Lurtz. The supreme Archer can supply a lot of support damage to the forces of Sauron. Use zoom and search for one-shot headshot kills, especially against the slow-moving enemy Ringbearer.



conquest

- There are four control points on this map. Win by sitting on three of the four control points for a longer period of time than your opponent, or hold two capture points and pick up the rest of your points with player kills.
- The spawn point near the Troll Prison is a tricky one. Incoming players spawn inside the prison, out of sight of the capture circle. Be careful that enemies don't suddenly show up from there and overrun you if you're trying to seize the point for your side.
- Use knockdown attacks on narrow staircases and bridges to quickly dispose of enemies.



- The Good Team's initial control point is a good area to take or hold because an Archer can fire on every major chokepoint leading to all control points.

- The Mage can launch Fire Wall and Lightning attacks from one staircase to another, as can the Archer with a Fire Arrow, Poison Arrow, or Multi-Arrow. Even the Scout's Satchel Bomb can be effective from one platform to the next.



- Blocking can be an effective strategy for a Warrior inside a capture area. You can prolong a fight, which proves beneficial if you have reinforcements on the way.

team deathmatch

- Look for ambush opportunities from the wooden platform near the most frequent spawn point. You can pop back in, step over to the edge and survey the action down below, then leap behind your intended victim.
- Attack en masse if you can. Teamwork wins Deathmatches because coordinating firepower on lesser forces will almost always inflict heavy damage and frequently wipe them out completely.
- Mages can be a dominant force if left unopposed inside the main chamber. If you're playing a Scout, Cloak and slip inside an enemy Mage's Shield and go for the kill. Even if you miss a one-shot Backstab, you'll disrupt the Mage's Shield with a hit and leave him open to counterattacks.
- Some of the ramps in the mines can collapse if a player pulls the nearby lever. It's a great strategy to earn a few kills all at once when unsuspecting enemies charge up the ramp at you. Just be sure you don't catch your allies in the death trap.



Mount Doom



In the heart of an active volcano, players battle for capture points and the fate of the One Ring. In Conquest mode, this map has four control points. In Capture the Ring, the ring appears near the center of the map, and whichever team seizes the Ring and returns it to the enemy base the highest number of times wins. The action heats up even more with the most powerful characters possible in Hero Team Deathmatch.



capture the ring

- The first team to achieve three captures wins the map. There is also a match clock that runs in the background. When two minutes remain on the clock, it is shown on the screen. The team with the highest number of captures when the clock runs out wins the match.
- There are two routes from the Ring to each team's base.
- After the Ring has been captured, or if it lies on the ground for too long, it will return to the center area.
- If you grab the One Ring, your movement speed decreases.
- When the opposing team has the Ring, look to intercept them at one of the bridges over the lava spans. These are perfect chokepoints, and you can ambush even a large group effectively.
- Once unlocked, Isildur can add some much-needed might to the side of good. He can cut through foes with Narsil or unload powerful special abilities such as Aeglo's Sharp and Blade of the Mark.
- Save your energy for life-and-death fights or to use against an enemy Ringbearer's group.



conquest

- There are four control points on this map. Grab three of them if you can for the win, or hold two capture points if you have the lead in victory points.
- There are two tunnels leading from each team's starting area. Each tunnel leads to a neutral control point.
- Look for raised ledges in some of the chambers. They can give you a surprise ambush point.
- Warriors and Scouts can pin victims against walls in the map's tight corridors. Begin with Light Attacks to keep them off balance, then switch to Medium, Heavy, or energy-charged attacks to finish them off.
- Mount Doom is not wide open, and it's difficult to see where all the action is taking place. Toggle the map to see capture points switching hands

and look for Mage Shields at a distance to find the battles.

- The Evil Team can unlock the master himself, Sauron. Such an imposing figure, even with just his Mace, Sauron can sweep aside foes like twigs. When he taps into his special abilities like Heart of Horrors, Mordor Pound, and Soul Collector, the Good Team shall tremble in fear.



HERO TEAM DEATHMATCH

GOOD TEAM

- ISILDUR
- FRODO
- GANDALF
- GIMLI
- LEGOLAS

EVIL TEAM

- LURTZ
- MOUTH OF SAURON
- NAZGUL
- WITCH-KING
- WORMTONGUE

- Take advantage of the ledge that overlooks the Forge. You can surprise enemies with ranged weapons or a melee ambush attack.
- With Frodo's diminutive size, his Cloak works better than any Scout's. Not only can he use regular attacks while Cloaked, the usual shimmers that give away an invisible Scout may be missed in the shorter Hobbit. Take advantage by slashing at enemies from behind with your special abilities fully charged.



- Nazgûl can prey upon weaker targets if you drop them quickly with a blast of Black Breath. If not, the Power of the Nine can uproot opponents, casting them aside and clearing more room for counterattacks or a new offense against your next foe.
- Not to be outdone by Frodo, the Evil Team's Wormtongue can kill out of nowhere, too. Cloak and hide in the shadows of the chambers where all the action is taking place, then slink out behind your victim and end their life with a Deception Strike, Soul Punch, or Backstab.

❖ osgiliath

LEGEND

- ⊗ Capture Point
- ⊗ Good Capture Point
- ⊗ Evil Capture Point



Don't look for many breathers on the Osgiliath map. The four capture points are almost on top of each other, and spawning into an Osgiliath Deathmatch may put you in the action instantly. Archers will have a field day if they can stay away from melee attackers and the pain they bring.



conquest

- Be careful on the side of the bridges near the water. A knockback blow or an ill-timed jump can send you over the brink.
- There are four control points on this map. If your team can hold three of the four control points for a prolonged time, you'll win. Otherwise, you must defend two of the control points and earn more kills than the opposing team or already have the victory point lead.
- This is one of the most concentrated maps in the game; the control points are all very close to each other.
- Teams can strike quickly at the Canal control points. The North and South Canals can be swarmed by a coordinated team working together. Move on the first one and when it looks like it's going to flip, but before it turns neutral, rush the second capture point with all but a token force to defend the first. The second Canal point will be under siege without any warning just as the first one falls.
- Archers can cover every control point location from the bridge, but be aware of your surroundings or have allied support because there are two routes to this location—and you may end up on the business end of a Scout's knife.
- Use knockdown attacks on stairs and bridges to quickly dispose of enemies.
- It doesn't matter as much where you respawn on this map because everything is close together, but you should plan out your first attack to be ready as soon as you materialize.
- The balcony at the back of the Sanctuary area provides some good cover and can be an ambush point if you want to surprise other players passing through.



team Deathmatch

- Attack en masse if you can. Teamwork wins Deathmatches because coordinating firepower on lesser forces will almost always inflict heavy damage and frequently wipe them out completely.
- As an Archer, you always seek a sniper point; however, don't stay hunkered down in that one spot for too long. Eventually, an invisible Scout or some other enemy will be on your tail, and you want to keep one step ahead of them so they don't catch you unawares.
- Mages can be a dominant force if left unopposed around the capture points. To defend against them, especially when they have their Shields up to prevent Archer fire, send a Scout to slip inside the Mage's Shield and go for the kill. Even if you miss a one-shot Backstab, you'll disrupt the Mage's Shield with a hit and leave him open to counterattacks.
- Scouts can be a force on the Osgiliath map. There is almost always a target nearby and, with so many bodies in heated combat, it's easy to sneak up from behind for a Backstab.
- As a Warrior, you will see a lot of action in the roads to and from the capture point. Whenever you see foes in an exposed position, build up momentum to a full run and level a shoulder (Heavy Attack) on the nearest victim to send them flying.
- As you move around as the Mage, charge your Lightning and hold it. That way you're always ready to unleash a blast on a crowd of enemies.



❖ pelennor fields



In solo play, Pelennor Fields offers a grand battle with everything going on at once. Guess what? Multiplayer offers much of the same. With a wide-open map, Capture the Ring becomes a real team-versus-team game to seize the Ring and move it to the enemy base. You might find a little more room in Conquest, with lots of players splitting off to tackle separate capture points, but not in Team Deathmatch.



capture the ring

- The first team to achieve three captures wins the map. There is also a match clock that runs in the background. When two minutes remain on the clock, it is shown on the screen. The team with the highest number of captures when the clock runs out wins the match.
- After the Ring has been captured, or if it lies on the ground for too long, it will return to the center area.
- On the Evil Team, beware of the giant Ents that begin at the Good Team's start area. Fortunately, most have a weapon against them immediately: fire. Light up your blade, arrow, or spell to set them on fire and keep out of the reach of their long tree limbs.
- If you grab the One Ring, your movement speed decreases.
- The barricades will provide some degree of protection from mounted enemies.
- You can climb the towers to get a good vantage point.
- There are unexploded catapult firepots all over the field. They explode when hit.
- Coordination is very important on this map because there is very little cover for individuals to move on their own.
- If the enemy has the Ring and a lead to your capture area, hop on a mount and you can close the gap much quicker.



- Each team starts the game with mounts at their home base. But they can lose the mounts if the base is taken by the enemy.
- The Good Team can unlock Legolas. With all the open space, Legolas can strike multiple enemies at range and cause the Evil Team lots of grief.
- The Evil Team has access to Trolls. Against them, have your Archers go for headshots. With them, use their powerful attacks to disrupt enemy groups and lead the charge toward the capture areas.



team deathmatch

- It's very important to work together on this map. Teamwork wins Deathmatches because coordinating firepower on lesser forces will almost always inflict heavy damage and frequently wipe them out completely.
- Don't get caught standing around. You should always be on the move. Even on a map like Pelennor Fields, where you can see almost everything, you never know when an enemy will be creeping up behind you.
- You can use some of the debris and structures on the field for ambush opportunities. The short wooden platforms in particular make effective cover.



conquest

- There are five control points on this map. Gain control of three of the five for most of the time and you'll win. Otherwise, if you have the lead in victory points, defend the capture points you currently control and try to win on enemy kill points.
- The Good Team has access to horses at the starting area. Mount a horse to ride out into the battle and reach a capture point that much quicker.
- Because this map is very flat and open, Archers can see and shoot long distances.



❖ RIVENDELL



The home of Elrond and the Elves, once known as a safe haven from all evils, has become a battleground. You can choose to play Capture the Ring, Conquest, or Team Deathmatch within the Elven palace and surrounding gardens. Will you join the Elves to repel Sauron's horde bent on despoiling sacred ground or will you join the Orcs in dooming the Elves' place of power?



capture the ring

- The first team to achieve three captures wins the map. There is also a match clock that runs in the background. When two minutes remain on the clock, it is shown on the screen. The team with the highest number of captures when the clock runs out wins the match.
- After the Ring has been captured, or if it lies on the ground for too long, it will return to the center area.
- If you grab the One Ring, your movement speed decreases.
- The west side of the map is used for this scenario.
- The safest route is often through the house.
- The bridge is a good place for the Evil Team to protect their own base. There is cover and good visibility.
- The Evil Team can unlock the Mouth of Sauron. If the Mouth can grab the Ring, he's very difficult to stop from running the Ring to the Good Team's home base. Besides his formidable attacks, he can heal any wounds while carrying the Ring.
- The Good Team can defend its base by shooting through the windows of the house.
- The Good Team can go through the pool on the west side to avoid the Evil Team's defenses under the bridge.



- The center control point is the hardest to defend because there are many paths into the area.
- The Good Team can unlock Elrond. Use Elrond to overcome the largest enemy group, while other smaller allied groups race to capture new points.



team deathmatch

- Even a Scout without energy and his Cloak can ambush an enemy. Hide in one of the lush bushes and leap out to Backstab a startled enemy.
- The Mage's Lightning is an excellent attack inside the palace. With lots of melee bodies, it tends to arc around a lot.
- A Warrior can use Whirlwind Fury inside a capture circle to clear out all enemies, even an invisible enemy Scout.
- When climbing steps in and around the palace, prepare your ranged attack to hit the first enemy you see over the rise before they notice your presence. Even the Warrior can join in by hurling his Throwing Axe.
- Create your own sniper points by hopping up on a balcony railing and searching around for a nearby fight.
- In the palace stairwell, you can bottle up the action with a single, furious Warrior or a Mage's Fire Wall.



conquest

- There are five control points in this map. Three of them are on the path surrounding the house. Two are inside. Capture three of the five for a longer time than your enemy to win the match. If you're ahead on victory points, you can also hunker down and defend two capture points, plus rely on some player kills, to win the scenario.
- The Good Team starts inside the palace. To reach the neutral capture points quickly, leap off the balcony ledges rather than use the stairs.
- The house and the surrounding path are used for this scenario.
- From the balcony of the long east room, a player can defend the control point in the library and the one on the path.



❖ the shire



The Hobbits of the Shire have always been a peaceful and jolly race...until now. They must defend their lands against the invading forces of Sauron in Capture the Ring and Conquest action. There's even Hero Team Deathmatch to pit Middle-earth's most powerful beings of good and evil against each other. If you wanton destruction, this is the map—especially when the Balrog shows up.



capture the ring

- The first team to achieve three captures wins the map. There is also a match clock that runs in the background. When two minutes remain on the clock, it is shown on screen. The team with the highest number of captures when the clock runs out wins the match.
- After the Ring has been captured, or if it lies on the ground for too long, it will return to the center area.
- If you grab the One Ring, your movement speed decreases.
- On the Good Team, when you opt for an Archer, you play a bowman from the Shire. The Hobbits are good shots, and their small size makes them ideal for ambush down low instead of up high.
- When you have the Ring with lots of enemies on your tail, lose yourself in the fields throughout the middle of the map. The stalks will hide the Ring's blue glow and may even hide you if you play one of the shorter characters.
- The Shire is a large map with a bunch of buildings. Use these buildings as cover if you're a ranged attacker looking for an ambush or if you need to escape an enemy's line of sight.
- The Good Team can unlock Frodo. As you can image, Frodo is excellent at pilfering the Ring. Go in Cloaked, grab it, and slip out invisibly, leaving enemies to figure out which direction you went. When they do, hide in the fields or run along the main road's stone wall to keep a low profile.



conquest

- There are five control points on this map. Grab three of them if you can for the win, or hold two capture points if you have the lead in victory points.
- You can ride mounts on this map. Get into the fray more quickly on the Evil Team by jumping on a Warg and racing to the front line.
- The Shire has great open terrain, but it's also lined with short fences. On the run, remember to hop these



fences or they'll stop your momentum cold and enemies will catch you while you fumble to regain your stride.

- Water is deadly. It might appear as though you can cross the streams, but you can't. It will knock you out of the battle faster than a Lightning bolt to the nostril.
- The Evil Team can unlock the formidable Balrog. You might think the Balrog would feel out of place in the sunny Shire fields. No such luck for the Good Team. The Balrog has even more room to maneuver than in Moria—and that means punishing attacks with its long reach and fiery breath.



HERO TEAM DEATHMATCH

GOOD TEAM

- ARAGORN
- FRODO
- GANDALF
- GIMLI
- LEGOLAS

EVIL TEAM

- LURTZ
- MOUTH OF SAURON
- SARUMAN
- WITCH-KING
- WORMTONGUE

- Aragorn and the Witch-king are the heavy melee bashers for their respective sides. Send them in to clear out capture areas or have them defend a much-needed flag.



- Both sides have excellent Mages: Gandalf for the Good Team, and Saruman and the Mouth of Sauron for the Evil Team. With the advantage leaning toward the Evil Team, they should rain down ranged fire whenever they near enemies, especially if they can surprise them from a distance.

- On the Evil Team, Wormtongue and Lurtz play the role of assassins. They might not be strong enough to destroy a whole group, but they can one-shot kill Heroes, even a fully charged Aragorn.



❖ weather top



LEGEND

- ⊗ Capture Point
- ⊗ Good Capture Point
- ⊗ Evil Capture Point

Weather top has been a infamous site for many Middle-earth battles, and it's about to become famous for some more. There are four capture points in Conquest mode, with the Good Team on one hill, the Evil Team on another hill, and the Fields in the middle. Amon Sûl stands atop the mountain to the south, and whichever team holds that commands the battlefield from an imposing position...literally.



conquest

- There are four control points on this map. If your team can hold three of the four control points for a prolonged time, you'll win. Otherwise, you must defend two of the control points and earn more kills than the opposing team or already have the victory point lead.
- Use the catapults; they can be very effective.
- Archers and Mages can ambush from many of the hills and ledges across the map. Look for elevation if you plan on sniping enemies, especially from Amon Sûl, which surveys the entire battlefield.
- Teams will probably first battle over the Fields. It's centrally located directly between the two home bases. It's important to hold this point, not only for victory points, but to serve as a staging ground for future respawns. By appearing that much closer to the enemy base, you have a distinct advantage.
- However, you don't want to neglect Amon Sûl. You must send a concentrated force up the mountain to take the high point, and then hold it with a few key defenders positioned near the main path and along the outer ruins. The Fields has a tendency to swap back and forth, so whichever team holds Amon Sûl will probably win.
- The team that takes the center control point controls the Giants that spawn in this area.
- The Good Team can unlock Aragorn in the fight for domination. With Aragorn, you can turn the tide in any of the Conquest areas. Aragorn can be particularly effective up on Amon Sûl with his sweeping energy attacks and high health.



team Deathmatch

- As a Warrior, you will see a lot of action in the Fields or on the ledges up to Amon Sûl. Whenever you see foes in an exposed position, build up momentum to a full run and level a shoulder (Heavy Attack) on the nearest victim to send them flying.
- Attack en masse if you can. Teamwork wins Deathmatches because coordinating firepower on lesser forces will almost always inflict heavy damage and frequently wipe them out completely.
- As an Archer, you always seek a sniper point; however, don't stay hunkered down in that one spot for too long. Eventually, an invisible Scout or some other enemy will be on your tail, and you want to keep one step ahead of them so they don't catch you unawares.
- Mages can be a dominant force if left unopposed around the capture points. To defend against them, especially when they have their Shields up to prevent Archer fire, send a Scout to slip inside the Mage's Shield and go for the kill. Even if you miss a one-shot Backstab, you'll disrupt the Mage's Shield with a hit and leave him open to counterattacks.
- When you move around as the Mage, charge your Lightning and hold it. That way you're always ready to unleash a blast on a crowd of enemies.
- The Evil Team can unlock a Nazgûl. The Nazgûl is Aragorn's counterpart. Use the minion to take Amon Sûl with its special abilities, which should destroy normal classes one on one, or bring it in to boost the odds on one of the lower capture points.



❖ Achievements and trophies

the coolest unlocks in middle-earth



So you want to score some points with your friends and earn some cred with *Lord of the Rings* fans everywhere, huh? Who doesn't? No matter how skilled you are with the sword, how quickly you can draw a bowstring, how perfectly you can arc a fireball, or how speedily you can execute someone from behind, you won't be considered a master of this game until you uncover all its secrets.

How many cool unlocks can you open? Check the complete list out here. You might know there's an Achievement or Trophy for completing each level in "War of the Ring" and "Rise of Sauron," but did you know there are also rewards for slaying an Oliphaunt, defeating Nazgûl as Aragorn, and being snatched by a Fell Beast?



PERCENTAGES

| Category | Rewards | Percentage |
|----------------|---------|------------|
| Campaign | 16 | 40% |
| Instant Action | 4 | 20% |
| Classes | 12 | 20% |
| Heroes | 10 | 10% |
| Misc | 6 | 10% |

ACHIEVEMENTS & TROPHIES

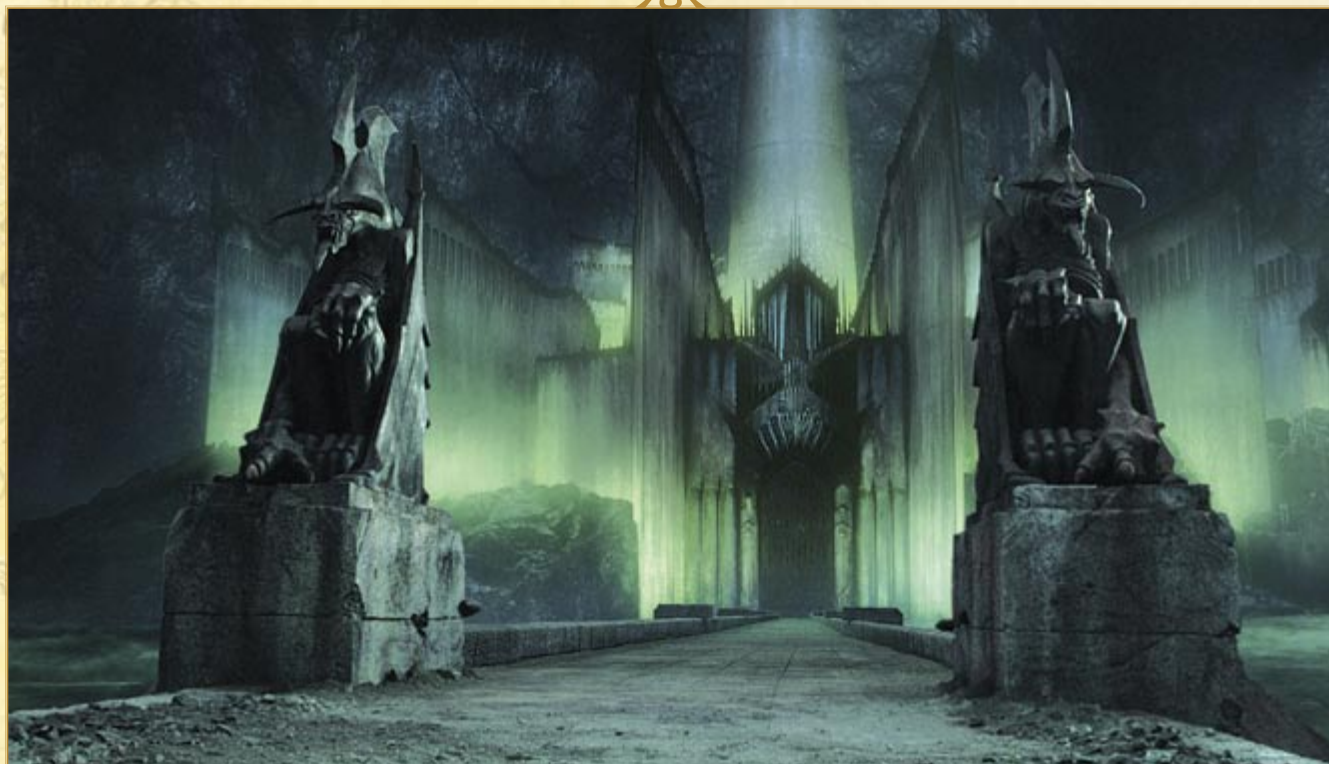
| Name | Description | Category | Trophy Type | Xbox Points | PS3 Points |
|---------------------------|---|----------|-------------|-------------|------------|
| War of the Last Alliance | Complete the training level. | Campaign | Bronze | 5 | 15 |
| Battle of Helm's Deep | Complete the Helm's Deep level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| Conquer over Isengard | Complete the Isengard level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| The Mines of Moria | Complete the Mines of Moria level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| Siege of Minas Tirith | Complete the Minas Tirith level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| Battle of Pelennor Fields | Complete the Pelennor Fields level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| Assault on Osgiliath | Complete the Osgiliath level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| Assault on Minas Morgul | Complete the Minas Morgul level in the single-player "War of the Ring" Campaign. | Campaign | Bronze | 25 | 15 |
| All's Well as Ends Better | Complete the "War of the Ring" Campaign (unlocks the "Rise of Sauron" Campaign). | Campaign | Gold | 35 | 90 |
| Assault on Mount Doom | Complete the Mount Doom level in the single-player "Rise of Sauron" Campaign. | Campaign | Bronze | 25 | 15 |
| Siege of Osgiliath | Complete the Osgiliath level in the single-player "Rise of Sauron" Campaign. | Campaign | Bronze | 25 | 15 |

❖ achievements and trophies

ACHIEVEMENTS & TROPHIES (CONT.)

| Name | Description | Category | Trophy Type | Xbox Points | PS3 Points |
|-------------------------------|---|----------------|-------------|-------------|------------|
| Fall of Minas Tirith | Complete the Minas Tirith level in the single-player "Rise of Sauron" Campaign. | Campaign | Bronze | 25 | 15 |
| Battle of Weathertop | Complete the Weathertop level in the single-player "Rise of Sauron" Campaign. | Campaign | Bronze | 25 | 15 |
| Siege of Moria | Complete the Mines of Moria level in the single-player "Rise of Sauron" Campaign. | Campaign | Bronze | 25 | 15 |
| Razing of Rivendell | Complete the Rivendell level in the single-player "Rise of Sauron" Campaign. | Campaign | Bronze | 25 | 15 |
| The Land of Shadow | Complete the "Rise of Sauron" Campaign. | Campaign | Gold | 35 | 90 |
| Splintered Shields | Kill 100 enemies in one life as the Warrior. | Class | Bronze | 15 | 15 |
| Blade that Was Broken | Score 30 hits on the combo counter as the Warrior. | Class | Bronze | 15 | 15 |
| Blademaster | Kill 25 players as the Warrior in any ranked match. | Class | Silver | 20 | 30 |
| Eagle Eyes | Get 25 headshot kills in one life as the Archer. | Class | Bronze | 15 | 15 |
| Rain of Fire | Kill 25 enemies in one life with the Archer's Fire Arrows. | Class | Bronze | 15 | 15 |
| Marksman | Headshot kill 10 players as the Archer in any ranked match. | Class | Silver | 20 | 30 |
| A Knife in the Dark | Use the Scout to Backstab 10 enemies in one life. | Class | Bronze | 15 | 15 |
| Fire and Slaughter | Kill 25 enemies in one life with the Scout's bombs. | Class | Bronze | 15 | 15 |
| Assassin | Backstab 10 players as the Scout in any ranked match. | Class | Silver | 20 | 30 |
| House of Healing | Heal 30 allies in one life as the Mage. | Class | Bronze | 15 | 15 |
| Flame of Arnor | Kill 100 enemies in one life with the Mage's Fire Wall. | Class | Bronze | 15 | 15 |
| A Storm is Coming | Kill 15 players with the Mage's Lightning in any ranked match. | Class | Silver | 20 | 30 |
| Storm and the Lightning | Score the most points on the winning team in any ranked match. | Instant Action | Silver | 50 | 30 |
| A Red Sun Rises | Kill 30 enemies in a ranked Team Deathmatch. | Instant Action | Silver | 50 | 30 |
| Rings of Power | Capture three rings in a ranked Capture the Ring match. | Instant Action | Silver | 50 | 30 |
| Ride to Ruin | Capture 10 control points in a ranked Conquest match. | Instant Action | Silver | 50 | 30 |
| Return of the King | Defeat three Nazgûl as Aragorn in Minas Morgul ("War of the Ring" Campaign). | Heroes | Silver | 15 | 30 |
| You Have My Axe | Kill 20 enemies with Gimli in any Team Deathmatch. | Heroes | Silver | 15 | 30 |
| You Have My Bow | Kill 20 enemies with Legolas in any Team Deathmatch. | Heroes | Silver | 15 | 30 |
| I Will Take It | Capture a Ring with Frodo in a ranked Capture the Ring match. | Heroes | Silver | 15 | 30 |
| You Shall Not Pass! | Defeat the Balrog as Gandalf in the Mines of Moria ("War of the Ring" Campaign). | Heroes | Bronze | 15 | 15 |
| No Living Man Am I | Defeat the Witch-king as Éowyn in Pelennor Fields ("War of the Ring" Campaign). | Heroes | Bronze | 15 | 15 |
| Lord of Mordor | Defeat Gandalf as Sauron in the Shire ("Rise of Sauron" Campaign). | Heroes | Bronze | 15 | 15 |
| Lord of the Nine Riders | Kill 10 players in one life as the Witch-king in any ranked match. | Heroes | Silver | 15 | 30 |
| Never Toss a Dwarf | Kill Gimli as the Balrog in the Mines of Moria ("Rise of Sauron" Campaign). | Heroes | Bronze | 15 | 15 |
| The Way of Pain | Defeat Aragorn as Saruman in Weathertop ("Rise of Sauron" Campaign). | Heroes | Bronze | 15 | 15 |
| Stupid Hobbitses | Kill 300 Hobbits in the Shire in one playthrough ("Rise of Sauron" Campaign). | Misc | Bronze | 10 | 15 |
| Mithril Armor | Complete any campaign level without dying. | Misc | Bronze | 10 | 15 |
| Fellowship of the Ring | Complete a campaign level cooperatively. | Misc | Bronze | 10 | 15 |
| Unfriendly Skies | Get picked up by a Fell Beast or Eagle. | Misc | Bronze | 10 | 15 |
| That Still Only Counts as One | Climb and kill an Oliphaunt. | Misc | Bronze | 10 | 15 |









LORD OF THE RINGS CONQUEST

www.primagames.com





THE LORD OF THE RINGS™

SWORDS AND ARMS REPLICAS

DAGGER OF THE WITCH-KING™

An Officially Licensed Prop Replica
from the New Line Cinema Motion Picture

**AVAILABLE
MARCH 2009**

#UC2595

Sting™
#UC1264

Glamdring™
The Sword of Gandalf™
#UC1265

High Elven
Warrior Display Sword
#UC1373

Anduril™
Sword of
King Elessar™
#UC1380ASNB

**All Swords, Shields and Helms
from The Lord of The Rings™
available at:**

BUDK®

Call 1-800-735-8001

Call for a FREE catalog or visit www.BUDK/LR1.com

© MMIX New Line Productions, Inc. All Rights Reserved. "The Lord of the Rings" and the names of the characters, items, and events and places therein are trademarks of the Saul Zantze Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc.